
NEW! N64 MAGAZINE FOR NINTENDO 64 FANS
Future Publishing
ISSUE 3
JUNE 1997
£2.95
N64
Doom 64
Killer Instinct
International Superstar Soccer 64
STARFOX64
Every secret shown!
Every mission flown!
PLUS! JAPANESE ANDILS, NEWS AND REVIEWS!
MULTI RACING CHAMPIONSHIP
GO GO!! TROUBLEMAKERS
POWER PRO BASEBALL 4
ゲーム日本
Huh? We explain how to understand Japanese games.
ISSUE 3



Happy-go-lucky, yes. But we have got rules, y'know.

1. **N64** Magazine will recognise that the Nintendo 64 is the best games console ever created, and that its best games are utterly incredible!
2. **N64** Magazine will review all new Nintendo 64 games, from Europe, America and Japan!
3. **N64** Magazine will employ only the most skillful reviewers!
4. **N64** Magazine will play the big games properly – through to the end, no matter how hard they are – before passing judgement!
5. **N64** Magazine will pack every page with vital tips and secrets!
6. **N64** Magazine is completely independent, and will not be afraid to call a crap game a crap game!
7. **N64** Magazine will reveal the very latest exciting pictures of new N64 games from around the world!
8. **N64** Magazine will not pad itself out with tedious waffle when it could be writing interesting stuff or showing great pictures!
9. **N64** Magazine will give advice on all aspects of N64 gaming whenever its readers might need it!
10. **N64** Magazine will be everything a Nintendo 64 fan could possibly want, every month!



Scary veg! Time to get on with it again...

WELCOME TO 

No matter how many N64 owners they've exasperated with their sudden price-cut, Nintendo continue to make by far the best video games in the world. *Starfox 64* is bursting with ideas, excitement, special effects, technical achievement, and, most importantly, an understanding of what makes great games tick. It completely dismisses any nagging doubts over the N64's cart format, with a more 'filmic' feel than anything anyone's managed with CD-ROM. Some import machine owners may claim they've finished it in an evening. Wave a hand dismissively at them – they'll barely have seen a quarter of the game along the way. Seeing it all takes many enjoyable evenings. I just about managed to reach all the sideways-branching levels in time to complete our review, but I've only got a measly two gold medals so far, and I'm dying to get expert mode working, and try out the extra four-player games. Hopefully I'll be a true Arwing ace by the time the UK version arrives in the summer.

I thought of a joke the other day. It's not all that funny, but I've never thought of one before. Q. What's Arnold Schwartzenegger's favourite house plant? A. Aspidistra, baby.

As well as our *Starfox 64* import review, there's tonnes of other reading to be found in this month's **N64** Magazine. James has had the world's first play on *Multi Racing Championship*, which looks smashing, and has got right through the US version of *Doom 64*. Tim's discovered that, as he'd hoped, *ISS64* is genuinely brilliant. Wil's been engrossed in, er, *Mah Jong 64*. Zy's ferreted out more *Mario 64* secrets. And Mark, our globe-trotting reporter, has assembled the first part of a complete guide to the world's N64 developers, starting, appropriately enough, in Japan. We're exhausted, quite frankly.

Jonathan Davies
Editor



GO! GO!

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TEAM 64

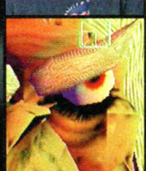
The poses are heroic but the **N64** team are needing regular injections of caffeine to keep going.

Jonathan Davies
Second only to James in the swearing stakes this month, Jonathan loves *Starfox* almost as much as his unrivalled collection of small rubber dinosaurs – he just wishes he could get a few more of those Gold Medals. His biggest expenditure this month has been packets of 'AAA' batteries for his Rumble Pak.
Game of the month: ***Starfox 64***

Wil Overton
Known in the office as 'the man who never goes home', Wil's only leisure time this month has ben spent playing *Mah Jong 64*. Whether this dubious past time actually counts as 'leisure' is something he'll have to try and persuade you of, on or about the region of page 58.
Game of the month: ***Mah Jong 64***

James Ashton
This month James broke a joypad playing *Doom* and one of our special director's chairs losing to Tim at *ISS64*. Delicate items are now hidden carefully away from him when he's playing games, and members of the public with a sensitive disposition towards swearing are carefully ushered out of earshot.
Game of the month: ***International Superstar Soccer 64***

Tim Weaver
Tim is now significantly better than James at *ISS64*, thanks in the main to the research he carried out for his relentlessly exhaustive review and tips guide (planned for next month). "Get in they-arrrrrrr" has been his phrase of the month. It's got something to do with scoring goals, we think.
Game of the month: ***International Superstar Soccer 64***



Zy Nicholson
While Zy only has a passing relationship with the diurnal cycle, his knowledge of *Mario 64* has passed beyond 'legendary' and is currently nudging along towards 'mythical'. Zy bought a new pair of glasses this month and had his hair 'done' – things that, under his new contract, he's perfectly entitled to do.
Game of the month: ***Super Mario 64***

Marcus Hawkins
Be-spectacled Cheddar lad Marcus has been "kickin' himself some serious ass" in the **N64** office this month. We're hoping that the strange words and phrases he's been using since he got heavily involved with *Killer Instinct Gold* won't stay with him too long or we'll be forced to consider his position.
Game of the month: ***Killer Instinct Gold***

MULTI RAC CHAMPI



The headlight effects are nice – you'll need them as dusk starts to fall on the race tracks.

The courses have more hills than in many racing games.

The rear-view mirror is handy for keeping other cars behind you.

Multi Racing Championship		
OCEAN		
July		1-2
UK release September		

N64 EXCLUSIVE!

ING ONSHIP

route and branch reformer

Back in issue one of N64, we looked at all the Nintendo 64's up-and-coming racing games and wondered which would be the first out on the shelves. At the moment *Multi Racing Championship* (developed by in Japan by Genki for Imagineer and Ocean) is in pole position, and from what we recently saw (and played) of the game, that looks like being no bad thing at all.

Multi Racing is a touring car racer, similar in feel and looks to Namco's *Rage* and *Rave Racer*. Based over three widely varying tracks, the game offers the three basics of all great car games: a single-player Grand Prix against 10-20 fiendishly competitive computer racers, a Time Trial ghost mode for those ever-more-split-second battles for the best lap time, and, finally, a split-screen simultaneous two-player battle. Including the fundamentals and getting them right is always an important matter, but it's the rest of the game's options that are likely to prove the most interesting.

Multi Racing Championship's main claim to fame (and the reason for its rather strange Japlish title) are its short-cuts, alternative routes and differing race conditions. Each of the game's three tracks has a number alternative paths based along its length, some marked on course maps, and some more hidden. Although racing on the marked route gives the normal tyre-tarmac racing experience, venturing off-road provides the driver with short bursts of every conceivable road condition. From muddy tracks, to snowy lanes, to flooded tarmac, an averagely branching lap of a *Multi Racing* race aims to cram in as many different driving conditions as possible.

The development cart that we got to play with here at **N64** magazine also gave us a sneak preview of the most important technical aspect of any console racing game – how accurately the car moves under the command of your trusty joypad. Few of us who played *Cruis'n USA* will ever forget quite how far wrong it's possible to go with a computer car and a control stick. And with that horrific memory to the fore, we were pleasantly surprised – nay amazed – on playing *Multi Racing Championship*. The Analogue stick gives perfectly graduated steering, allowing for smooth arcs and short, precise hairpins. Rather than the repeated D-Pad tapping that digital driving games have always required, the Analogue gives a far more realistic experience. And, as *Starfox* had arrived in the office only the day before, we plugged in its Jolt Pak just on the off-chance. Amazingly, it worked, vibrating away as we zoomed off road and braked hard into corners.

It didn't take too long to work out which were the best route options on the first track – although no one managed to finish better than fourth. The second and third tracks proved harder to crack, however, with unhelpful **N64** spectators shouting out confusing left/right instructions as junctions approached. It looks as if a good memory will be required for success, not only to remember which short-cut is the shortest A to B, but the difficulty of its drive (corners and chicanes) and the kind of road surface that it's made up from.

A close inspection of the game's options revealed six selectable cars (racers, jeeps and 4x4s amongst them) as well as four hidden ones – presumably awaiting

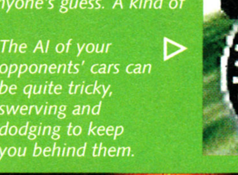
GO! GO!



These helpful road signs warn of an approaching hairpin. Take note!

Off-road or in the snow, you car's handling changes dramatically.

Quite what this vehicle is meant to be is anyone's guess. A kind of four-wheel drive sand buggy, maybe?



The AI of your opponents' cars can be quite tricky, swerving and dodging to keep you behind them.



Pop into your team garage for some tinkering with your car. It can make all the difference.



The modifications go right down to gear ratios, tyre tread and aerodynamics. Nice!



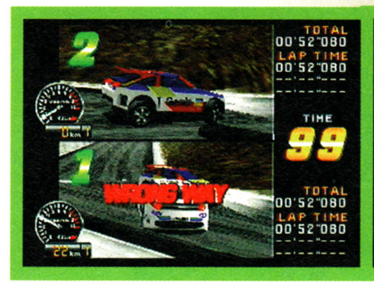
winning game performances of some kind. On top of this, each car was customisable right down to the aerodynamic spoilers on their rear wings. Whether this kind of fiddling really has any effect remains to be seen, but Genki promise that a precise set-up on your car will be vital in turning in race-winning performances. Certainly, if they leave the computer cars at their current level of intelligence, *Multi Racing* won't be the same miserable walkover as *Cruis'n*.

Graphically, it has to be said that *Multi Racing* is not yet up to the standard of Nintendo's in-house games, and certainly doesn't match the sublime perfection of the first two-player N64 racer, *Wave Race*. At the moment, although the courses and cars are fairly well detailed, the overall resolution of *Multi Racing* is far from razor sharp. However, one area in which the graphics do excel is the minimisation of pop-up. Although the courses ask a lot of the CPU, with high cliff sides and winding paths through alpine villages, a good stretch of intact raceway horizon is always visible and large objects rarely, if ever, jump out at the player. Place *Multi Racing* next to *Human Grand Prix* (which appeared to build its course fifty yards in front of the player's car) and you're hard-pressed to believe that the respective developers had a level pitch in terms of development hardware.

Our expectations of *Multi Racing* are high, and we're definitely looking forward to its release in the summer. *Top Gear Rally* and *Rev Limit* now have a definite target to aim at and the battle for dominance in the N64 car market looks to be well and truly on. N64

TWO PLAYER

N64 became the first magazine in the world to play *Multi Racing's* previously-unannounced two-player split-screen mode. The set-up is similar to *Wave Race* and, as with Nintendo's aquatic racer, none of the game's raw speed is sacrificed to get two players racing at the same time. Although some peripheral detail is lost, the reduction in screen size means you have to look hard to notice it. And, as in *Wave Race*, your eyes are focused too firmly on the track ahead to care.





The stats cunningly reduce the amount of track the CPU has to move.

GRIPPING STUFF

One of the challenges in *Multi Racing* is the variety of different surfaces that're available to drive on. From gleaming tarmac to snowy tracks to gravelly off-road bits, the route you take in your race should in part be governed by your ability to drive over the more eccentric surfaces. The kind of vehicle you select to race in will also play a part, with 4X4's out-manoeuvring the racing cars on the tricky stuff, but falling behind on the high-speed sections. If all that isn't enough to contend with, then the game's ever-changing weather ensures you never feel too comfortable with your own particular coefficient of friction.





TRACK SUITE

Multi Racing comes with three basic tracks – an Easy one, a Medium one and a Hard one. At the moment they boast names unlikely to make it through the Japanese-English translation, but the feature of interest to most gamers is the sheer number of alternative routes and short cuts they contain. To win a race or record a good time in *Multi Racing*, the player has to judge which of these alternative routes will allow him to record the quickest time A to B. This might seem obvious, but when short-cuts have their times affected by things like driver skill, the car used, weather, and enemy traffic, the choice to go left or right can soon seem an overwhelmingly complicated one.









The course select screens and a weather report. In a feat of meteorological daring, MRC's tracks have different weather in different areas.



MALPHAS



RIALLARD



CASSANDRA

TO BE CONTINUED... We'll have an exclusive review of *MRC* in our September issue.





△ As well as sources of weapons, unsuspecting baddies can be used as trampolines.

▽ One level appears to take place in an athletics stadium. Troublemakers looks like quite a cart-full, eh, readers?

GO GO!! TROUBLE

become a robotic

We were devastated when we found out that *Go Go!! Troublemakers* had been delayed by a month – it's one of the N64 games we're most desperately looking forward to. In fact, this month it's right up to number two in our Eager Waiting chart on page 25.

But Treasure, its developers, presumably know what they're doing, as they've already proved with supremely great Sega games like *Gunstar Heroes* and *Guardian Heroes*. So we'll just have to content ourselves with dribbling over the latest pictures, trying to deduce from them something of the weird world of Professor Gumbel and his robotic housemaid, Marina. (An attempt on the 100 metres record, anyone?)

Part of the appeal of *Troublemakers* is that Treasure, unlike most N64 developers, have resisted the temptation to move into 3D and are sticking with 2D. So instead of bogging down the N64's powerful graphics hardware with thousands of 3D polygons, they're able to devote it to throwing huge sprites about the screen, creating amazingly colourful backgrounds, and generating bizarre special effects and massive explosions. Treasure have always stretched to the limit every machine they've worked with, so it'll be intriguing to see what the N64's capable of in 2D.

Marina, the character you take charge of, normally spends her days cleaning Professor Gumbel's house. But one day the professor goes missing, seemingly kidnapped. So Marina sets off out into the world of Nendoro to track him down.

What ensues looks to be an action-packed blend of shoot-'em-up and platform game. Marina (and a second character if you're in two-player mode) comes equipped with robotic grabbing hands with which she can grab enemies, shake them to release weapons and power-ups, and then dash them against the scenery. The weapons of bosses can also be turned against them, with bullets and missiles being deflected.

Insanely, no-one yet appears to want to publish *Go Go!! Troublemakers* outside Japan. So, European publishers: telephone Enix now and get them working on a PAL conversion! N64



◁▽ Troublemakers is mostly in 2D, but pops into 3D for some of the bosses. Hurrah!

Items can be combined in the cauldron-like Nentsubo to make better ones.





You'll need to learn every inch of the stages for the speed game later on.



Enix's Troublemakers leaflet shows Marina holding aloft a pile of Nendoros.

Go Go!! Troublemakers	
ENIX	
June 27th	1-2
UK release TBA	

MAKERS

housemaid, and save a professor



There's text, but with such detailed graphics there's unlikely to be speech too.





There was a playable version of Troublemakers at the recent Tokyo Games Show. Here it is.

Another 3D boss? Or possibly your base? We're not absolutely sure, to be honest.

Treasure specialise in light effects, so there'll be lots of this sort of thing.







TO BE CONTINUED... We'll be reviewing *Troublemakers* the issue after next. Can't wait!



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SHINY THING

Those fickle folks at Foxdata have already grown weary of the N64's sober shade of grey. So they've given it a fresh new look for summer, 'chroming' it till it's shiny silver. The resulting Chrome Nintendo 64 (an import machine which comes with a step-down transformer and a SCART cable) can be yours for £270, or you can have your own N64 chromed for £60 plus £10 p&p. Fox also do a range of co-ordinating N64 Controllers, available in gold, metallic blue, metallic copper or crome again, each costing £44.99. So if you reckon your home would benefit from a dash of chrome, call Foxdata on 0171 359 3711.

SORRY WE'RE LATE

It'll have come to the attention of **N64** Magazine's commited fans that this issue will have reached the shops just a teeny bit later than we originally promised. And, indeed, the last one did too. Sorry. It's all James's fault. *(Wil's the one who's been playing* Doraemon *all month. – James) (It'd been fine if Tim had spent a bit more time reviewing ISS64 and a bit less time flicking elastic bands at me. – Wil) (Freak. – Tim)* Issue 4 will definitely be available on Thursday, 19th June, however. You have our word as professionals.

sales soar as plummets

But the UK's first 75,000 N64 owners are left in tears...

The slashing of the Nintendo 64's price from from £250 to £150 has had the desired effect. THE Games, Nintendo's distributor in the UK, claim that N64 sales are now outstripppping those of the PlayStation, which has been in huge demand since being reduced to £130. And the shops we've spoken to confirm this, saying they're selling about twice as many N64s as they were pre-price-cut. In the two weeks following the price cut on May 1st, about 35,000 Nintendo 64s were sold, bringing the total number installed in UK sitting rooms to around 110,000. Good news all round, then. Although...

While the price cut was obviously welcomed by those hadn't yet bought N64s, and can only help the N64's cause in the long run, it's come as something of a blow to the thousands of Nintendo fans who paid £250 to be among the first to own an N64. Consoles are always subject to price cuts, but rarely such large ones, and *never* so soon after launch. Here at **N64** Magazine we've been crushed beneath the weight of letters from embittered Nintendo fans, and deafened by the constant ringing of our telephones. THE Games, meanwhile, had to set up a special phone line to deal with complaints.

What, then, happened? Why 40% off? Why just eight weeks after launch? Why no warning?

It's a mess, to be honest. When the Nintendo 64's original UK price was decided upon prior to March 1st, N64s were selling in Japan and the US for around £120. Electronics goods are always more expensive in the UK, so a UK price of £200 would have been about right, and would have matched the PlayStation's. For reasons best known to THE Games and Nintendo, however, the N64 went on sale on March 1st for £250.

But two days earlier, too late for Nintendo to react, Sony had aggesively slashed the PlayStation to £130. And shortly after that, American and Japanese N64s were cut to the equivalent of under £100. The N64 suddenly went from being a 'premium product' to looking absurdly overpriced, and as PlayStation sales went through the roof the excitement surrounding the N64's launch faded fast.

For the next few weeks, THE Games officially denied rumours of a price cut. But secret meetings were held at which it was decided something would have to be done. £50 lopped off would still have left the N64 looking expensive next to the PlayStation, so £100 it was. An announcement was made on April 29th, and £150 N64s appeared in the shops two days later.

Nintendo of Australia made a similar move on May 5th, cutting the Australian N64 – which was launched at the same time as the UK one – from A$399 (£195) to A$299 (£145). However, Australians who bought their N64s before the price cut received compensation in the form of an entirely free game. THE have no such policy. Not that they're admitting publically, anyway...

But, whether you've been stung to the tune of £100, or have have skipped to your local video game vendor with £150 in hand, the N64's new price comes as a relief to all of us here at **N64**. More N64s sold means the likelihood of more new UK games being launched. And, of course, more **N64** readers. Hurrah!

THE Games

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Dear

Thank you very much for taking the time to put pen to paper regarding the price drop of the Nintendo 64 in the UK from £249 to £149. I hope I can give you a satisfactory explanation of why the price has dropped in the UK as of May 1st 1997.

• The dynamics of the video games market throughout the world have changed significantly over the past couple of months with high volume consumer sales resulting in increased production volumes creating significantly lower manufacturing costs.

• The Sony PlayStation launched world-wide at a price equivalent of £299.99 18 months ago and six weeks ago on 24th March reduced its price throughout Europe from the equivalent of £199.99 down to £129.99 (a reduction of £70).

• The Sega Saturn launched world-wide at a price equivalent of £299.99 18 months ago and at the end of March 1997 the price of the Saturn dropped in Europe from the equivalent of £199 to the equivalent of £120.

• The price of the Nintendo 64 reduced at the end of March in both Japan and the USA and Nintendo have had no choice but to drop its price throughout Europe to bring its European prices more in line with those in the United States and that of its competitors.

I hope this helps you to understand exactly why we made this difficult decision, and that you continue to enjoy the Nintendo 64.

Yours sincerely,

Dick Francis
Managing Director

If you paid £250 for your N64, and were hacked off enough to complain to THE, you'll probably have received a letter like this, from Dick Francis, THE's managing director. It explains the reasoning behind the price cut, but probably won't console (sorry) you much.

Angry, Tense?

If you reckon you're the only £250 N64 owner to feel miffed, take a look at some of the comments other N64 readers have made:

...I've never been as upset or disgusted in my life as when I found out about the price cut. In fact, my N64 nearly got thrown out of the window. My fingers were burnt by Sony when they reduced the PlayStation from £299 to £199, but at least they had the decency to wait longer than 60 days...
Simon Nugent, Liverpool

...I have a sense of humour, but I don't think wasting £100 is very funny...
Keith Patmore, Clacton-on-Sea

...exactly one week before, I bought an N64 for £224. I've just blown £85 when I could have bought two more controllers and an adaptor with £5 to spare. What kind of joke is this...?
Chris Southam, Worsthorne

...one of my friends said he'd be getting one soon – he was just waiting for the price to drop. If only I'd waited too, I could have saved £100 and bought two more games. Now my friend has two more games for his...
Steven Mytum, Leeds

...not only have Nintendo ripped me off, but they've ripped off my kids who saved up their pocket money to contribute to its purchase...
Mr J Khalid, Glasgow

...thanks very, very much, Nintendo, for cutting the price of the N64. As soon as I heard about the price cut, I decided that I must have a Nintendo 64. I'm now hoping to get an N64 during the next three weeks...
Chris Wade, Bradford





WAVE RACE RIPPLES

Like all magazines, here at **N64** we sometimes don't receive UK PAL versions of games until you do – when they appear in the shops. When that happens we have to base our reviews on existing American versions. This generally isn't a problem, as games like *Shadows of the Empire* and *ISS64* are rewritten especially to allow for the PAL system's 50Hz frame rate and don't play any differently. Since reviewing *Wave Race 64* last month, however, we've got hold of a PAL version of the game and discovered that Nintendo don't appear to have made any effort at all to adjust it for 50Hz machines. Shame on them. As a result it does run noticably slower on UK machines, to the extent that you may struggle to beat the lap times we printed last month. It's still a fantastic game, well worth the 90% we awarded it, and only people who've seen the US or Japanese versions running are likely to notice anything amiss. But we thought we'd better let you know.

IS LUIGI IN SUPER MARIO 64?

No, he's not. Or is he? No. Or– NO. Really. It's a hoax. Although...



64DD gets better and better

That picture again, but some exciting new information too.

Q ***When's the 64DD coming out, and how much will it cost?* – Every N64 Reader, The World**

A We don't know. All right? As soon as we do we'll tell you. In the meantime, however, more details are steadily filtering through about Nintendo's secrecy-veiled N64 disc drive add-on. Here they are, in easily digestible pellets:

It'll definitely be writable

The main advantage 64DD discs offer over CD-ROMs is writability – data can be written onto them by the N64 as well as read from from. Up to 38Mb of a 64Mb 64DD disc – which is about the size of a 3.5-inch floppy disc but thicker and stronger – can be designated as writable, which should allow some really enormous *Sim City* cities to be built.



It'll be fast

The 64DD will transfer data at 790Kb (or 0.79Mb) per second – about five times as fast as the CD-ROM drives used by machines like the PlayStation and Saturn. And seek time (the time it takes to locate the right bit of the disc) will be as low as 0.075 seconds, compared with about 1 second for CD-ROM. Hooray! The 64DD is being billed as a 'burst access' drive, sending data to the N64 in short, high-speed burts. This doesn't make it ideal for streaming video and sound off the disc, currently the most popular use for CD-ROM, so if developers want to do that it'll be up to them to find a way.

It'll come with an extra 4Mb of RAM

This will pop into the little hatch in the top of your N64, bringing the machine's total memory up to 8Mb – the size of an average N64 cart. This explains how, at last year's Shoshinkai exhibition in Japan, it was possible for *Super Mario 64* to be running on an N64 with 64DD but no cart. The extra RAM will allow RPGs and racing games to come with huge levels that can be read quickly off the 64DD and stored in the N64 with no further disc accessing.

It could well have a built-in modem

In the middle of April, Nintendo's chairman, Hiroshi Yamauchi, revealed in an interview that the 64DD will have the facility to connect to the telephone network. The 64DD "will allow users to replace the original characters in their games with new ones via modems and, later, satellite communications," he said. Gruffly, probably. Further information about the 64DD modem has been hard to come by, though, so it's probably best not to get your hopes up about it or the multi-player gaming, Internet and game-downloading facilities it would offer.

It'll have a built-in clock

Not terribly exciting-sounding,

maybe. But, in fact, the 64DD's ability to remember the time even when it's switched off will open up exciting new gaming possibilities. Imagine an RPG which works in real-time, so certain events don't take place until three days after you've bought the game, or you don't get to meet certain people unless you reach a certain point within a certain time. There's also potential here for a great version of Tamagotchi, the computer-pet craze that's currently gripping Japan – switching off your N64 wouldn't get you out of having to feed your pet.

It'll be cheap

In Japan they're talking about a price of ¥12,000-15,000 – that's £60-75, which is astonishingly cheap. And, better still, 64DD games will cost about half as much to manufacture as N64 carts, which would translate into ¥4,000-5,000 (£20-25) per game. Even after being inflated a bit for Europe, these prices would be good news indeed.

It'll be out in Japan by the end of the year

That's Nintendo's plan at the moment, and the 64DD might even be out in the US by the end of the year too. No UK date has been discussed, though, inevitably.

The 64DD will add enormously to the N64's already formidable powers, allowing bigger games, upgradable games, customisable games and – if a modem really is included – amazing multi-player games, as well as cheaper games. And it's vital to Nintendo that it succeeds. They and the N64 are suffering badly in Japan at the moment through a lack of software – developers being reluctant to commit to the massive costs of developing cart games. **N64** Magazine's sources reveal that the 64DD could well go on show at America's E3 show in June. We'll be there, drooling over it, and will report back in detail.

NEW!

RETROWORLD

with Jason Moore

New column, old games. Really, really old, in fact. Jason Moore owns possibly the largest collection of nostalgic Nintendo memorabilia in Europe...

The world's first games console, the Odyssey, was released in 1972. Games were supplied with plastic screens you had to stick onto your TV to add colour, and if you left the machine on too long it burnt permanent lines into your screen. In the 25 years between the Odyssey and the N64, literally hundreds of companies have produced games machines and software.

In the late '70s, Atari dominated the games industry, only to be crushed by the arrival of the home computer in the '80s. By the mid-'80s, Nintendo had conquered the US with the NES, while in Europe, Atari and Commodore fought over the 16-bit computer market. By the late '80s, Sega and Nintendo were set to take over the world and re-establish cartridges as *the* gaming format. Now we watch as market share is fought for again, this time by Nintendo and Sony.

The result of all this is redundant systems and games, some common, some rare. And while most people throw out their old machines, there's a new breed of gamer intent on collecting them. It all started in America, with the Atari 2600 dominating the collecting scene thanks to the many special edition and 'fan club only' titles that Atari released during their reign over the industry. It didn't take long for rare carts like *Q*Bert's Cubes* to rocket in value, fetching up to $600. And this was the tip of the iceberg, with the collecting phenomenon now emcompassing every format that's ever existed. The UK has quickly caught up with the US, leading the world with user groups and dedicated fanzines.

Nintendo fans have always been lucky when it comes to collecting, with over 2000 NES titles and a huge range of Game & Watch handhelds out there to be hunted for. Over the coming months I'll be taking a look at some of the funkier Nintendo retro items out there...

DUCK HUNT

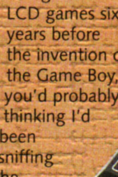
It just goes to show how much Nintendo has changed as a company when you come to look at *Duck Hunt* on the NES. It was released at the machine's launch and, in stark contrast to their now familiar soft and cuddly approach to software themes, allows you to maim and kill wild animals. That's not to say it isn't fun. The NES Zapper light pistol simply plugs into the joypad port and is very accurate, leaving you to rely on your aiming skill. Ducks fly around the screen in batches in ten. Get six out of the group and ascend to the next level. By the time you get past level ten, the temptation to touch the screen with the end of the gun is overwhelming. Challenging, fun and just a bit sick. What more could you want from a game?



RETRORATING 71%

BIONIC COMMANDO

If anyone out there still regrets bursting their Stretch Armstrong as a kid, this is the game for them. *Bionic Commando* is a conversion of the classic Capcom coin-op, and features a man with stretchy arms. In this relatively simple platform game you use your extending limb to climb to higher levels or swing from one ledge to another. You also carry a gun to blast any enemies found lurking behind barrels. Unfortunately, the game's simple concept has been ripped off so many times in subsequent games – mainly Batman and Spiderman ones – that it's lost much of its originality. *Bionic Commando* is fun for a while, but I dare you to stay awake for more than two levels.



RETRORATING 47%

TROPICAL FISH GAME & WATCH

There can't be many gamers in their twenties who haven't encountered a Nintendo Game & Watch.

During the early '80s Nintendo dominated the handheld market, thanks to their own *Donkey Kong* licence and the vast variety of machines they did. *Tropical Fish* uses the basic single-screen format. Released in 1985, it has you holding a fish bowl. On either side of the screen are fish tanks which your fish seem intent on jumping out of. It's your job to catch the fish in the bowl, which they then jump out of and back into the tank on the other side of the screen. Okay, so it's not exactly *Super Mario 64*, but it's fun nonetheless. It has turned me off keeping fish, however.



RETRORATING 60%

DONKEY KONG JNR TABLE TOP

If I told you that Nintendo were producing full-colour LCD games six years before the invention of the Game Boy, you'd probably thinking I'd been sniffing the insides of a burst Stretch Armstrong. In 1982 Nintendo developed the Panaramavision, using a mirror to back-light a completely colour LCD screen and producing the first full-colour handheld. The same technology was used in the Game & Watch Table Top range, of which *DK Jnr* is one. Mario is depicted as a baddy, guarding a caged *Donkey Kong* at one end of the screen. You control DK Jnr, dodging the jungle wildlife to find keys to the cage and so set your dad free. The graphics look quite impressive even today, and the machine itself is still handsome enough to sit alongside your N64.



RETRORATING 83%

Intrigued? Jason puts together the excellent *Retrogames* fanzine, and maintains an Aladdin's cave of obsolete (sorry, 'classic') gaming technology. You can contact him at:
Retrogames,
61 Baccara Grove,
Bletchley,
Milton Keynes, MK2 3AS.

GO! GO!



Gaming in new Britain

Labour's vision of late-'90s video gaming.

It can't have escaped your notice that Britain has a new government at the helm. And endless hours of television and radio airtime, along with ceaseless pages of newsprint, have been devoted to analysing what Labour means for Britain. What seems to have been overlooked, however, is what Labour means for Nintendo 64 gaming.

It turns out that David Blunkett, our new Secretary of State for Education, addressed this very issue at a conference in London this January. "Information technology," he told delegates, "must be an opportunity for the many and not merely the few." A corker of a sound bite, we're sure you'll agree.

"Games consoles already exist in many homes throughout the UK," he continued. "The production of educational material for the games console will give all those homes access to such material as well as games. In doing so, it will offer access to educational software to families who are unable to afford a PC." Or who can't get theirs to work. What can he mean?

"Above all," Mr Blunkett went on, "I want to stress the importance of reducing the divide which sees some playing games while others are developing skills that will equip them for the 21st Century. Without sounding too much like a killjoy, by developing educational software for a console, we can give more children access to educational programmes, as well as games."

So there we are. If parliament approves, it looks like we could be seeing the return of 'improving' Nintendo carts like *Mario Goes Missing* and *Mario Paint*. Corks.

New Goods

Bits and pieces to plug into your N64

SFX 64 UNIVERSAL ADAPTOR V2.0

Blaze • 01302 751428 • £15

The 'V2.0' indicates that this, at last, is the adaptor we've been waiting for. It allows games from Japan and America to run on a standard PAL machine, with the import cart plugging into the top and a UK cart plugging into the rear to override the N64's security system. And it works. With most games, at least. *Wave Race 64* and *Starfox 64* it can't help you with, unfortunately – Nintendo's engineers are clearly going to fight these things all the way – but it ran every other cart we plugged into it, including a Japanese *Human Grand Prix*, a US *Mario Kart 64*, a US *Blast Corps*, a Japanese *Perfect Striker* and a Hong Kong *Pilotwings 64*. The games look and play just as they do on an NTSC machine – there're none of the 'ghosting' problems reported with earlier adaptors. The only side effect seemed to be that *Mario Kart* ran manically quickly, but that can only add to the challenge. Nintendo will never speak to you again if you slot one of these into your N64, of course, but if you've already exhausted the possibilities of the UK's meagre selection of official releases then this is your only option.

90%



GAME KILLER

Datel • 01785 810810 • £30

If, having forked out £60 for a new N64 game, you decide you simply can't be bothered to play it, Datel's aptly named Game Killer could be the ideal solution. Covertly writing data to carts' back-up chips, it offers the facility to, for example, fill in all the gold medals on *Pilotwings*, so you can access the extra levels without having to bother playing the standard ones. Or it'll give you all the stars on *Mario* without you actually having to collect them. Or it'll give you all the Challenge Points on *Shadows of the Empire*. There are also similar 'cheats' for *Mario Kart 64*, *Wave Race 64* and *Cruis'n USA*, and Datel promise add-on cards that'll have a similarly devastating effect on other games.

Datel's N64 Pro Action Replay, due for release in August, ought to offer a lighter-handed substitute for game-playing skills, but in the meantime this at least appears to do everything it promises. How good a thing that is, is up to you to judge.

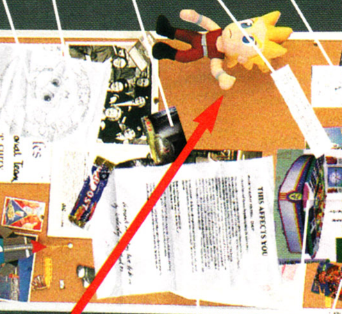
54%

GAME KILLER

THE N64 BOARD

The N64 Magazine office seems to accumulate enormous amounts of 'stuff', which, for safekeeping, we pin onto the N64 Board.

- We're not quite sure what this is, but Panagiotis Pagonidis sent it to us from Greece.
- E-mail proclaiming Wil to be "the Da Vinci or video-game-mag-artwork-stuff". Honestly.
- Picture of a dog – with a man's face. In the corner it says: "EYES FOR EYES". It is a scary thing.
- Boost wrapper. Jonathan's collecting them to get a travel alarm clock, and would appreciate any donations.
- A slightly feint picture of Mario, drawn by Thomas McMahon of Newbury.



- Street Fighter II Turbo trading card.
- Photo of Taitos's Winning Gallop coin-op. "Solemn fanfare makes your heart throb and real commentary adds fuel to your excitement." Er...
- Letter warning James that a public walkway is about to be opened near his house, possibly attracting "all the wrong sort of people".
- **Blank space.**

(Do you have anything that might fill it? Then send it quickly to: The N64 Board, 30 Monmouth Street, Bath BA1 2BW.)

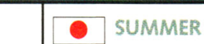


Doom and Gloom

Those sweat-popping first-person blasters get the N64 preview treatment this month, but move on in and you'll find tons of new shots with *Bomberman*, *Soccer 64* and *MK4* among them. Read on...

If there's one thing that makes life worth living, it's taking to a hell-load of beasts with a fifteen-barrelled shotgun. In full 64-bit. Which means this little lot should well and truly whet the appetite...

GOLDENEYE 007

RARE/NINTENDO 	64M 	1	 SUMMER	 TBA



After unleashing the massively entertaining *Blast Corps*, Rare are busily beavering away at their next hit, the potentially scrumptious *GoldenEye 007*. Way off schedule it may be, but this twist on the much-trampled *Doom* genre boasts some wondrously original touches.

The control method is more akin to the freedom-friendly *Turok* than the narrow, more limited *Doom 64*, with Bond able to fire his various weapons up, down and at any angle. The analogue stick also produces a brilliant effect, with the power of your directional pushes producing different levels of noise. Steam full ahead and the echo of your footsteps will ring out, alerting enemies to your presence. Shuffle through corridors and you can spring surprise attacks on opponents thanks to your mouse-like movement.

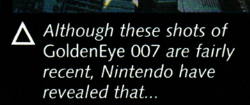
Realism is particularly important in *GoldenEye*. Firstly, Bond can only hold carry two weapons at once (one in each hand) so, unlike with other first-person blasters, a bit more of the old noggin is needed to cope with an enemy onslaught.

Secondly, shooting an enemy in the leg will result in them reacting differently than if you shot them, say, in the arm. The post-bullet histrionics are thus all nicely varied.

Thirdly, every level has been adapted from the original film and the actors involved have all been given a polygonal makeover. This means that every environment and main character contained in the game looks and moves like its celluloid counterpart.

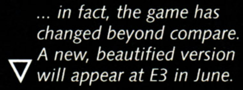
Finally, as well as the 12 levels there'll also be secret sections dedicated to the more famous Bond villians. Rare seem to be taking full advantage of the licence.

With weapons ranging from Rocket Launchers to Stun Guns, and the promise of a veritable shop of gadgetry, *GoldenEye 007* is shaping up to be a thoroughly superb shooter.



△ *Although these shots of GoldenEye 007 are fairly recent, Nintendo have revealed that...*





... in fact, the game has changed beyond compare. A new, beautified version will appear at E3 in June. ▽









Doom and Gloom



Likely to be a fairly close conversion of the PC original, Hexen may lack that Turok sparkle…

…in which case, the four-player mode will become even more essential.

HEXEN 64

GTI	64M	1-4	 JUNE	TBA

The closest to completion of all the next batch of first-person shooters is *Hexen*, an amalgamation of id, Raven and Mancunian brain-machines Software Creations' talents. And it's a straight conversion of the 31-levelled medieval monster-basher that stormed the PC a while back. Its release next month in America, though, follows a PlayStation version that combined cardboard-style monsters, mosaic-like pixellation and a struggling, chugging game engine to horrendously bad effect. So the fervour surrounding this post-*Doom 64* release has been quashed somewhat.



The boss-beasts in Hexen possess a little more visual ferocity than Doom's.

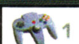
The mist effects make for a hugely atmospheric spleen-extractor.

But its American publishers, GT, are quick to trumpet the virtues of this N64 take, especially the fact that it's the first four-way, split-screen shooter of its kind. The replacement for the wildly-adored network Deathmatch provides the player with a *Mario-Kart*-style approach to corridor-traipsing with slowdown, apparently, at a minimum. And strategy levels have been cranked up to compensate for your being able to peer over your opponent's shoulder at any time.

For anyone uninitiated into the *Hexen* world, the player is given the opportunity to take on the guise of either a Mage, a Cleric or a Warrior in order to defeat the evil forces of the snappily-monickered D-Sparil and his legions of the undead. Guns are nowhere to be found, replaced by a combination of medieval weaponry and spells. Key collection is a must, and up to 12 weapons are gradually garnered over the course of the game.

Likely to be of great interest, then, and reviewed on American import next month.

QUAKE 64

MIDWAY	64M	 1	 NOVEMBER	 TBA

Considering Midway told our man in America, "We knew a lot when we made *Doom 64* and we know even more now," you'd expect their November-bound N64 rendition of the PC smash *Quake* to get a *Doom*-style rejig. But it won't. Instead, *Quake 64* will be a straight port of the PC original, albeit with extra graphical effects including water transparency and re-coloured shadows.

An all-new soundtrack – compiled in-house – will also grace the demonic proceedings. But the seven weapons from the PC original remain the same, with the double-barrelled shotgun, lightning rod, missile launcher, nail gun and grenade launcher among them. The potential for limb extraction is, therefore, pretty high.

A lazy conversion, perhaps, but one that's likely to gather itself a Pope-like following in the coming months.





Although a direct PC port, this could yet prove a worthy rival to Turok. Grrrr…



The environments throughout are beautifully scribbled.

Thunderous skies and wale-warbling nasties give Quake that deep, dank, dark feel.







Rumours of this being well and truly canned will disappoint those looking forward to the N64's first copter sim.

Choppers for the Chop?

WILD CHOPPERS

SETA	64M	1	CANCELLED?	WELL...

The most disappointing news over the past thirty days were the rumours suggesting that *Wild Choppers* – the first 64-bit *Desert/Jungle/Urban Strike* wannabe – may well be getting the old hack from developers Seta.

Apparently, despite these gorgeous screenshots, Seta's effort isn't coming up to scratch, and to save on us savage critics giving it a solid shoe to the rotor blade, the company may well hide the whole sorry tale deep in a big locked cupboard very, very far away.

More concrete news is expected next month, although at the time of us shooting off to the printers, Seta had neither confirmed or denied ANYTHING. Ha! But, be sure we'll discover what in the name of Nick Witchell's going on before anyone else. If anything at all is going on in the first place. Hmm?

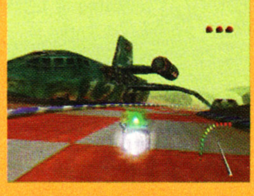
Update

EXTREME G

Pictures of Acclaim's summer-bound *Wipeout*-beater have, again, leaked themselves our way. Acclaim are trying to keep schtum but, after some scurrying around, **N64** managed to find further proof of the potential of Probe's futuristic racer...











Hudson Play some Fatball

SOCCER 64

HUDSON SOFT	64M	1-4	SEPTEMBER	TBA







Although shots have been readily sat waiting, Hudson are keeping tight-of-mouth regarding the specifics of their autumn-scheduled football game.

However, what's obvious, is that the pie-conscious players made famous by such glorious SNES outings as *Super Soccer* are returning. And now that they have the obligatory J-League licence to back their cause, the developers have been able to introduce real stadiums and real players names.

Certainly, it looks entertaining enough but, after the beauty of *ISS64's* motion-capture, will the football-following world really be ready for 22 ball-kicking Bernard Mannings? Mmm...

A J-League licence will enable you to play – once again – as the delightful Jef United or Flugels.





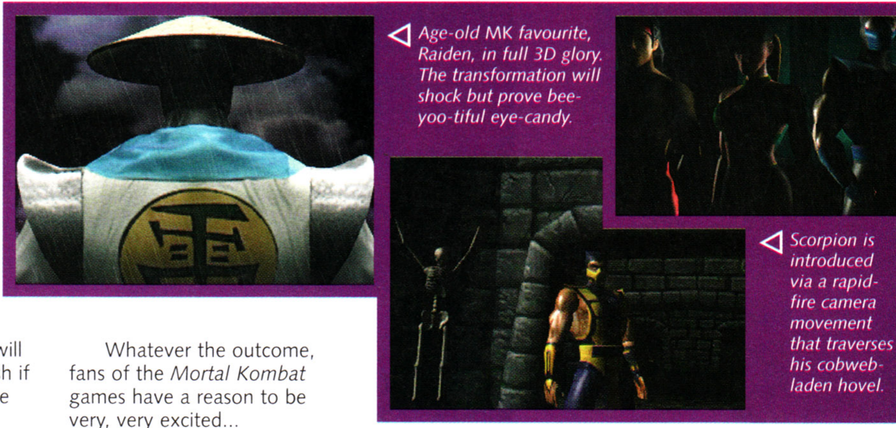
Fat Bloke gets the red card. Still, at least he can reflect on it whilst munching on a pie.

Free kicks take on the appearance of freak kicks. Not quite as sophisticated as ISS64.

The arcade version of *Mortal Kombat 4* is expected in June, but an N64 version won't be ready until the winter. That's according to Ed Boon, who's busy at work on the latest entry in the series.

However, the game sounds hugely promising: the lightweight babalities and friendships have been done away with to give *MK4* a harsher, darker feel, and a selection of older statesmen such as man-of-the-moment Sub Zero, insect-freak Scorpion and the ever lovely Sonya Blade will be joined by a cast of completely new characters. Indeed, the fighter list may now run to as many as 15. The switch to 3D, according to Boon, is 'complex', but his intentions are to enable veterans of the series to enjoy it as much as newcomers, so lushly created visuals will only be allowed to flourish if the game plays well in the first place.

Whatever the outcome, fans of the *Mortal Kombat* games have a reason to be very, very excited...



◁ Age-old MK favourite, Raiden, in full 3D glory. The transformation will shock but prove bee-yoo-tiful eye-candy.

◁ Scorpion is introduced via a rapid-fire camera movement that traverses his cobweb-laden hovel.

MORTAL KOMBAT 4

MIDWAY	64M	1-2	WINTER	TBA

Midway Reveal MK Myths

MORTAL KOMBAT MYTHOLOGIES

MIDWAY	64M	1	AUTUMN	TBA

Further details of the forthcoming *Mortal Kombat Mythologies: Sub Zero* have emerged, putting paid to rumours of it being an RPG. As revealed in last month's **N64**, the game is actually an action adventure with Sub Zero taking on legions of *Final Fight*-style opponents in a story set *before* the first *Mortal Kombat* game but with links to the up-and-coming *MK4*.

Developer John Tobias says *MK Mythologies* won't actually include a wide variety of fatalities but, instead, will concentrate on turning Sub Zero into a walking, climbing, puzzling adventurer in a marriage of 2D environments and 3D characters. He also hinted that, come next year, a sequel could be in production starring another *Mortal Kombat* fighter, if Sub Zero proves a success.

The game is expected in America around autumn time, and we'll have more in a couple of months.

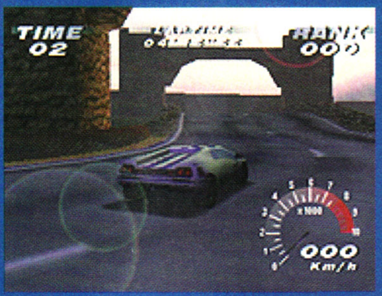
From early screenshots it's difficult to tell which way Mythologies is going but lush 3D levels and a kingdom of MK characters, will definitely give followers something to look forward to. ▷

Driving Miss Titus



LAMBORGHINI 64

TITUS	64M	1-2	SUMMER	TBA





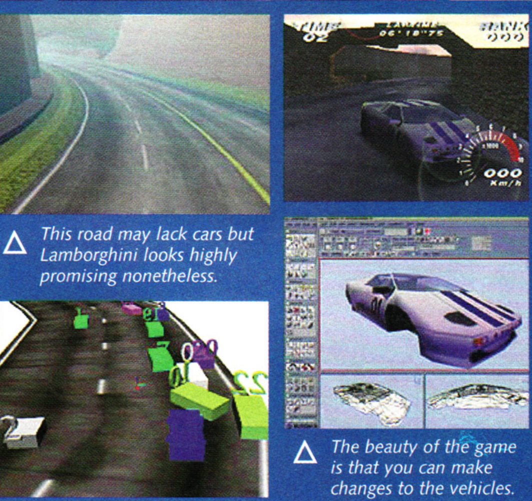
Boasting five racing modes – Arcade, Tournament, Championship, Time Trial and, apparently, a 'secret' option – four high performance cars (including, naturally, the Lamborghini Diablo) and a wealth of slick graphical touches, *Lamborghini 64* will do for Nintendo's machine what *Ridge Racer* did for the PlayStation. If Titus are to be believed, anyway.

Speed-wise, it's lightning fast with the analogue stick used uniquely to bring about accelerating and braking. Push forward and your sleek, mechanical montser will soar into the sunset. Push back and you'll avoid the clutter of a siding or off-road bank.

The visuals are beautifully realised, with pop-up kept to a minimum – at least in the few levels we were lucky enough to see – and the environments ranging from the tumbleweed-littered desert roads to deep mid-country ravines. Lens flares and water transparencies will also aid the game in its quest for detailed, lushly created racing arenas.

To add variety and authenticity, there'll also be an opportunity to look under the bonnet of your Diablo (or other, yet to be announced, vehicles) in an attempt to address problems that may arise in races. Improvements, of course, cost money so in order to make repairs you have to win races.

From a company who made and passed *Prince of Persia 2* you'd expect something less than great but these screenshots and early American word would suggest we're all in for a bit of a treat. And with rallying competition hotting up, summer racing is going to packed full of choice.



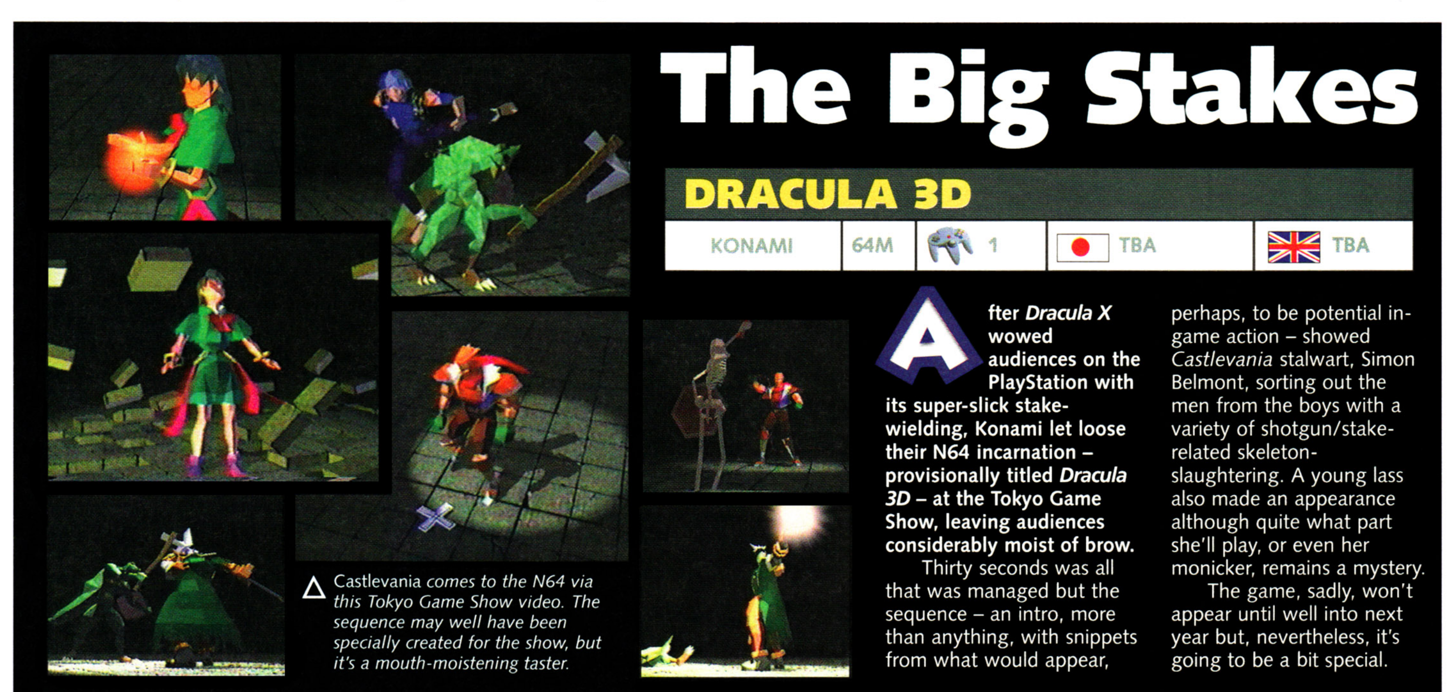
This road may lack cars but Lamborghini looks highly promising nonetheless.

The beauty of the game is that you can make changes to the vehicles.

The Big Stakes

DRACULA 3D

KONAMI	64M	1	TBA	TBA



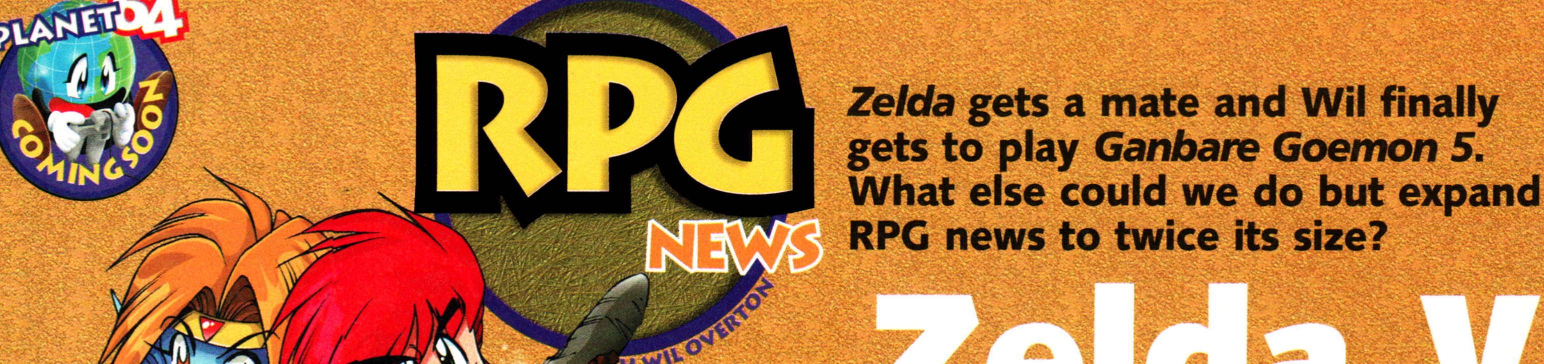
Castlevania comes to the N64 via this Tokyo Game Show video. The sequence may well have been specially created for the show, but it's a mouth-moistening taster.

After *Dracula X* wowed audiences on the PlayStation with its super-slick stake-wielding, Konami let loose their N64 incarnation – provisionally titled *Dracula 3D* – at the Tokyo Game Show, leaving audiences considerably moist of brow.

Thirty seconds was all that was managed but the sequence – an intro, more than anything, with snippets from what would appear, perhaps, to be potential in-game action – showed *Castlevania* stalwart, Simon Belmont, sorting out the men from the boys with a variety of shotgun/stake-related skeleton-slaughtering. A young lass also made an appearance although quite what part she'll play, or even her monicker, remains a mystery.

The game, sadly, won't appear until well into next year but, nevertheless, it's going to be a bit special.

GO! GO!



Zelda gets a mate and Wil finally gets to play Ganbare Goemon 5. What else could we do but expand RPG news to twice its size?

Zelda V doubles up



We've seen this skeleton warrior before, but imagine being able to have a proper swordfight with him!

LEGEND OF ZELDA 64

NINTENDO	128M	 1	 WINTER	TBA

There's big news in from Hyrule! Link and co are all set to star in not one but two N64 adventures. The first game will appear in Japan sometimes towards the end of the year and will come on a cartridge (every indication is that'll be a whopping 128M-bit hunk of silicon – twice the size of *Mario 64*!). This will then be followed up by a 64DD version of *Zelda* sometime in 1998.

So what's going to be the difference? Will *Zelda 64DD* merely be a set of new levels or a completely new game? Will it somehow make use of the DD's much-vaunted customising features and, more importantly, will you need to have the cart version to even play the disc game? All in good time, impatient readers. Suffice to say that all we know for the moment is that the cartridge game will be a more action-orientated affair, while *Zelda* 64DD will concentrate on exploration, befitting its potential 64Mb size, and utilise all the other stuff that the disc drive will be able to offer.

As these new shots – direct from NCL in Japan – show the graphics are already looking to be something quite spectacular and Miyamoto certainly seems to be keeping his promise of going for atmosphere. From the dark, torch-lit dungeons to the spooky forest and the banks of the misty Hyrule Lake, it's miles away from the top-down shenanigans of *Zelda III* and *IV*. We'll have more info very soon indeed.





The world of Hyrule seems to be perpetually stuck at 6.00am on a particularly misty morning. James's idea of hell, as it happens.



No, I'm sorry, it's just all too spooky for words. Look at those eyes!

In keeping with its predecessors there's plenty of combat in Zelda 64.



Tomb Raider 64? Look no further than this.

Will the fighting be linked to puzzle-solving like before (doors not opening until you've defeated everything in a room)? We hope so.





The helpful fairies return in Zelda 64. But can you catch them in a bottle?





More atmosphere than that Russ Abbot record.



Zelda goes all out for the toppest lighting effects in a game, ever.

Goemon's UK debut

GANBARE GOEMON 5

KONAMI	64M	 1	 SUMMER 97	 TBA

Following *Goemon's* first playable appearance at the recent Tokyo Game Show, N64 was lucky enough to be the first UK magazine to get a play on Konami's long-awaited role-playing masterpiece.

Even though some of the camera angles and the character control still need to be tweaked, this latest *Goemon* adventure is shaping up nicely and looks to have all the same quirks and charm of its SNES predecessors.

The main difference is that, whereas before the village RPG bits and the action platformer sections were identifiably different (top down and side on), now everything blends seamlessly in *Mario*-esque 3D, from running around talking to the residents of the local town, to fighting off the bizarre inhabitants and negotiating the deadly traps and puzzles deep inside a nearby castle.

The bonus Goemon Impact section – where you slug it out with giant mecha – has also been brilliantly brought into the third dimension. It's certainly a challenge to control the mobile suit's punches while under fire from a hail of enemy missiles, and again all the features of the SNES originals have been retained.



Goemon fans worried that this most Japanese of games might not make it to our shores can rest easy. Both Konami UK and, more importantly, US have already told Japan that they want the game for a Western release. Good news indeed. Hopefully we should have some firmer details next month.



Just to keep you going, here's some top nuttiness from the world of Goemon 5

STOP PRESS

Hottest news of the month has to be that top Japanese developers Quest are developing the next chapter in their SNES *SLG* (that's a cross between a wargame and an RPG) *Ogre* series for the N64, despite Square trying to nick their programming talent for *Final Fantasy Tactics* on the PlayStation. We can only hope that it gets here a bit quicker than the last installment. *Tactics Ogre* (right) nearly won an award for most delayed SNES game ever. More news next month.





Join The Club

QUATERBACK CLUB '98

ACCLAIM	64M	 1-4	 WINTER	TBA



American Football, but this is a stunning showcase for the N64.

For Iguana, 1997 looks like being a busy year. With their wallets copiously filled by *Turok*, time is being spent on two titles. The first, as mentioned elsewhere, is the follow-up to said dinosaur basher and the second, likely to be the first of the two to see the light of day, is a super-slick take on American Football.

Quarterback Club '98 – benefiting from a licence – boasts exact interpretations of stadia and players (right down to the facial features... apparently) and will also deal in transfers, salaries, a veritable shop of tactics and a 'create' option that allows players to build their very own teams from scratch.

It's graphically stunning – up close the detail is quite breathtaking – and boasts the vocal prowess of "much-loved" commentator Marv Albert. The game only needs to play right and it's likely to guarantee the Texan developers another bumper pay day.

Hudson Push Date Baku!

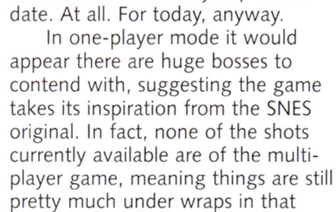
BAKU BOMBERMAN

HUDSON SOFT	64M	 1-?	 TBA	  TBA

Further screenshots may well have emanated from Hudson's water-tight HQ, this month, but the company themselves seem unsure of exactly when we're likely to experience the N64's very first bomb-fest.

Our Japanese correspondent tells us things aren't exactly set in stone in at Hudsonsoft's headquarters in Japan, with the company's central office suggesting a new release date almost every day before admitting that there isn't actually *any* release date. At all. For today, anyway.

In one-player mode it would appear there are huge bosses to contend with, suggesting the game takes its inspiration from the SNES original. In fact, none of the shots currently available are of the multi-player game, meaning things are still pretty much under wraps in that department. A static, single screen – but in 3D – would seem most likely for that mode.













an ear to the ground

Tomb Raider 64, it would seem, is very much on. Nintendo are currently holding talks with Derby's very own Core Design about the possibility of bringing Lara's obscenely good adventures to the N64. When contacted, Core could only just about manage a "No comment", which would suggest that things are hopefully coming up to speed.

So, too, is *Pandemonium 2*. Last year's PlayStation romp had many reviewers dribbling like fools (although James, who played it to death, was slightly less enamoured, calling it "a load of old dog's B$£@!?s"). Crystal Dynamics are currently developing an N64 version, which will be ready later in the year.

The biggest question, though, is whether Sony-followers Namco will be bringing *Tekken 3* to Nintendo's machine. Last month it seemed off, but this month it would appear very much on again with Namco refusing to deny anything, including the possibility of them using the 64DD in conjunction with the game.

Japanese developers Culture Brain have also decided that the 3D fighter is the order of the day, and have announced *Art of Fighting Twin*, a seemingly Jap-only offering boasting unusually-sized characters and a building-full of special moves.

Silken moves are also very much part of Ocean's newest venture, a footballing title as yet to be named but boasting a game engine akin to the massively-impressive Sega arcader, *Virtua Striker 2*. The whole project is still shrouded in cloak-like secrecy, but is expected to see a release in the early months of next year.

Considering that Probe recently commented "It's expensive to produce carts, so you can't push out bad games," you'd expect their *Extreme G* sister-project, *Ultra Soccer*, to be something worth having a gander at. The lack of a publisher willing to publish the game might suggest otherwise, though. However, they may have more luck if – as expected – they convert Tecmo's arcade fighting-fest *Dead or Alive* for the N64.

ULTRA RELEASE LIST

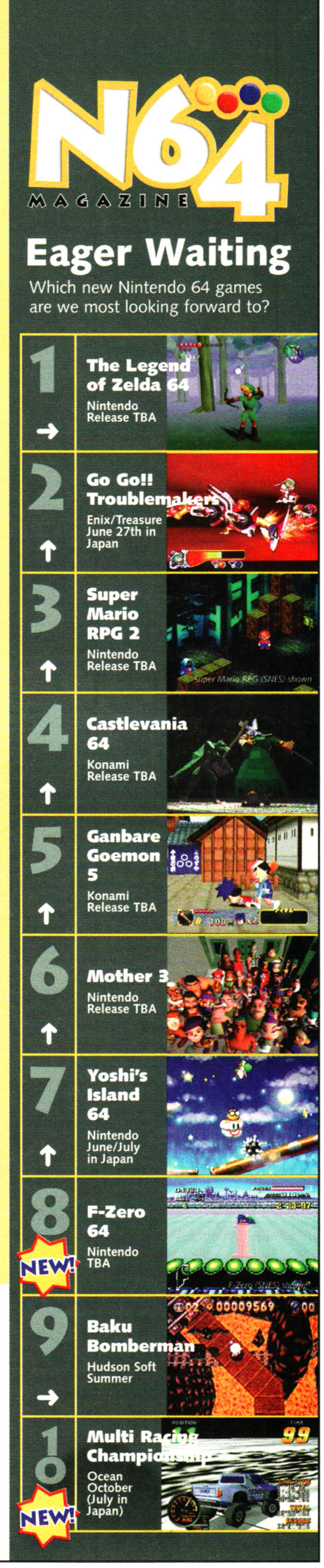
The latest information on every Nintendo 64 game currently in development world-wide, updated monthly.

	Game name	Publisher	Type	Country
May				
30	Space Time Soldier Turok	Acclaim	SHT	JPN
30	Wild Choppers	Seta	SHT	JPN
30	War Gods	Midway	FGT	US
mid	Super Real Island	Seta	–	JPN
	Blade & Barrel	Kemco	SHT	JPN
June				
1	Dark Rift	Vic Tokai	FGT	US
6	Hexen 64	GT	SHT	US
14	Shadows of the Empire	Nintendo	SHT	JPN
24	GoldenEye 007	Nintendo	ACT	JPN
27	Go Go!! Troublemakers	Enix	ACT	JPN
30	Star Fox 64	Nintendo	SHT	US
end	64 Ozumo	Bottom Up	SPT	JPN
	Clayfighter 63 1/3	Interplay	FGT	US
	ISS 64	Konami	SPT	UK
	Mario Kart 64	Nintendo	RAC	UK
	Robotron X	Williams	SHT	US
	The Mah Jong	Video System	TAB	JPN
July				
1	Robotech: Crystal Dreams	Gametek	SHT	US/UK
	Morita Shogi 64	Seta	TAB	JAP
	Multi-Racing Championship	Imagineer	RAC	JPN
	Rev Limit	Seta	RAC	JPN
	Sonic Wings Assault	Video System	SHT	JPN
August				
	Mah Jong Diary Classic	Imagineer	TAB	JPN
	Blast Corps	Nintendo	SHT	UK
	Human Grand Prix	Human	RAC	JPN
	Star Fox 64	Nintendo	SHT	UK
September				
	Aero Gauge	ASCII	RAC	JPN
	ED	Ubi Soft	–	US
	Mission: Impossible	Ocean	ACT	US/UK/JPN
	Lamborghini 64	Titus	RAC	US
October				
	Multi Racing Championship	Ocean	RAC	UK
	Mission: Impossible	Ocean	ACT	US/UK
November				
	Chameleon Twist	JSS	ACT	JPN
	Final Doom 2	GT	SHT	US
	Joust X	Midway	STICK	US
	NFL Quaterback	Acclaim	SPT	US
December				
	Biofreaks	Midway	–	US
	Hyper Olympics	Konami	SPT	JPN
1997				
sum	3D Fighting	Imagineer	FGT	JPN
sum	Baku Bomberman	Hudson	ACT	JPN
sum	Flying Dragon Twin Fist	Culture Brain	FGT	JPN
sum	Ganbare Goemon 5	Konami	ACT/RPG	JPN
sum	Holy Magic Century Eltale	Imagineer	RPG	JPN
sum	J-League Beat 11 1997	Hudson	SPT	JPN
sum	Reason	Imagineer	–	JPN
aut	J-League Dynamite Soccer	Imagineer	SPT	JPN
aut	Sim City 2000	Imagineer	SLG	JPN
late	VR Pro Wrestling	Asmik	FGT	JPN
	Duke Nukem 3D	GT	SHT	US
	Attack!	Midway	–	US
	Body Harvest	Nintendo	SHT	JPN
	Dead Ahead	Optical	–	JPN
	Dual Heroes	Hudson	FGT	JPN
	Extreme G	Acclaim	RAC	US
	F Thomas 'Big Hurt' Baseball	Acclaim	SPT	US
	Final Round	Konami	SPT	JPN
	Flight Simulator*	Video System	SHT	JPN
	Golf	Nintendo	SPT	JPN
	Human Wrestling	Human	SPT	JPN
	Ikazuchi no Goto Ku	Seta	TAB	JPN
	Jeopardy	Gametek	PUZ	US
	Ken Griffey Jr Baseball	Nintendo	SPT	US
	Legend of Zelda 64	Nintendo	RPG	JPN
	Loderunner 64	Bandai	ACT	JPN
	Mace: The Dark Age	Atari	FGT	US
	MK Mythologies: Sub Zero	Midway	RPG	US
	Namco Baseball	Namco	SPT	JPN
	Panchinko World 64	Shoei	ECT	JPN
	Pebble Beach Golf Links	T&E	SPT	JPN
	Professional Mah Jong	Athena	TAB	JPN
	Rebel Moon Rising	Midway	–	US/UK
	Saikyo Habu Shogi	Seta	TAB	JPN
	San Francisco Rush	Midway	RAC	US
	Super Robot Spirits	Banpresto	SLG	JPN
	Tetrisphere	H20	PUZ	US
	Tokon Road	Hudson	SPT	JPN
	Top Gear Rally	Kemco	RAC	JPN
	Ultimate Racer	Acclaim	RAC	US
	Ultra Combat	GT	–	US
	Wet Corpse	Vic Tokai	–	JPN
	Wheel of Fortune	Gametek	PUZ	US
	World Championship Wrestling	THQ	SPT	US
	XSW-1	Video Sys	–	JPN
	3-D Shooting*	Video Sys	–	JPN
1998				
early	Centipede X	Midway	SHT	US
spr	Jungle Emperor Leo	Nintendo	–	JPN
	Jurassic Park 2	Dreamworks	–	US
	Quest for Camelot	Titus	–	US
No release date yet				
	Battle Dancers	Konami	FGT	JPN/US/UK
	Buggie Boogie	Nintendo	RAC	JPN
	Cavalry Battle 3000	JSS	RAC	JPN
	Climber	Nintendo	–	JPN
	Creator	Nintendo	TAB	JPN
	Cu-On-Pa	T&E Soft	PUZ	JPN
	Daikatana	Ion Storm	SHT	JPN
	Dracula 3D (Castlevania 64)	Konami	ACT	JPN/US/UK
	F-Zero 64	Nintendo	RAC	JPN
	Freak Boy	Virgin	ACT	US
	Jack and the Beanstalk	Nintendo	–	JPN
	Kindaichi's Accident File	Hudson	–	JPN
	Kirby's Air Ride	Nintendo	RAC	JPN
	Mother 3	Nintendo	RPG	JPN
	NBA In the Zone '98	Konami	SPT	US
	New Japan Pro Wrestling	Hudson	SPT	JPN
	Power League 64	Hudson	SPT	JPN
	Quake 64	GT	SHT	US/UK
	Silicon Valley	BMG	ACT	US/UK
	Super Mario RPG 2	Nintendo	RPG	JPN
	Tonic Trouble	Ubi Soft	–	US
	Turrican 64	Factor 5	SHT	US
	Ultra Descent	Interplay	SHT	US/UK
	VR Baseball	Interplay	SPT	US
	VR Golf	Interplay	SPT	US
	Yoshi's Island 64	Nintendo	ACT	JPN

* working title

KEY

ACT	ACTION	RPG	ROLE-PLAYING GAME	SHT	SHOOT-'EM-UP
FGT	FIGHTING GAME	SPT	SPORT	RAC	RACING
SLG	STRATEGY	TAB	BOARD GAME	ETC	MISCELLANEOUS



TOP 5 IN THE UK

1	SUPER MARIO 64
2	WAVE RACE 64
3	TUROK: DINOSAUR HUNTER
4	FIFA 64
5	SHADOWS OF THE EMPIRE

TOP 5 IN JAPAN

1	STARFOX 64
2	POWER PRO BASEBALL 4
3	BLASTDOZER
4	MARIO KART 64
5	J-LEAGUE PERFECT STRIKER

TOP 5 IN THE USA

1	MARIO KART 64
2	TUROK: DINOSAUR HUNTER
3	WAVE RACE 64
4	MARIO 64
5	SHADOWS OF THE EMPIRE

TOP 5 IMPORTS

1	STAR FOX 64
2	BLAST CORPS
3	WAVE RACE 64
4	MARIO KART 64
5	TUROK: DINOSAUR HUNTER



Monthly report from inside the home of Nintendo 64.
By Game Japan/Recca-sha Corp. (www.rcp.co.jp/recca/)

The long-awaited master work, Starfox 64, has hit the stores!

The much-awaited *Starfox 64* began selling at stores on April 27th for the bargain price of ¥8,700 (£43). This price includes the optional Vibration Pak (known in the West as the Rumble Pak) – a device that sends physical sensations to the player as he moves through the game, thus allowing him to feel as though he is actually inside of the *Starfox 64* world.

The game itself is a full-on shooting extravaganza based on 3D polygons in which a four-man crew of interstellar soldiers of fortune fly about in their super high-efficiency fighters, Arwings, battling against the overwhelming military might of the Andross Army. While it would be accurate to say that it's a remake of the SNES version, the player will immediately see that it reaches a level of accomplishment that makes it a completely new and different game. Furthermore, in the All Range Mode, in which you can fly about freely over a range of 360 degrees, additional game variations allow the player to choose from a variety of colourful fighters other than the Arwing – all crafts overflowing with thrilling gadgets. By splitting the screen into four, this high-powered game can accommodate up to four players at once. Undeniably, this is the ultimate in dogfight games.

The idea of a vibration pack is, admittedly, a bit puerile, though. In fact, as your skill improves from constantly dodging enemy attacks, you'll probably just find yourself saying, "Damn, this thing is heavy!"







Primary schoolers go bonkers with trading card fever

A fever that began in America has gradually spread overseas to Japan, where the most serious cases appear to be centred among the Elementary School population. The name of the infirmity: Trading Card Fever. The symptoms, closely resembling those in America, involve an obsession with one of three things: sports cards, animation cards or game cards.

The sports card phenomenon in Japan can be traced to the former Japanese pro baseball player turned American Major League pitching phenomenon, Hideo Nomo. And, in fact, thanks to Nomo's enormous popularity, American pro sports have reached the status of 'cool' in Japan, helping to fuel the popularity of related American trading cards there. Because of this, trading cards of Japanese pro baseball teams, which have been around for many years, have also enjoyed

Eye on stores

Power Pro Baseball tops March sales at 184,000

Since it was released to the public last June, the Nintendo 64 has met with strong approval in every country it's sold in. That is, strangely enough, except in Japan – its country of origin – where sales continue to drag. While N64 sales in Japan are currently hovering around the 1,800,000 unit mark, sales for its leading competitor, the Sony PlayStation, have already passed the 6,000,000 unit mark. However, Nintendo has boldly decided to increase production of the N64 for the upcoming month to the 1,000,000 unit mark. It is hoped these units will be sold on the back of an ever-increasing N64 software library. The following table lists the top five sellers for the N64 in Japan during the month of March*:

	Title	Maker	Sales
1	POWER PRO BASEBALL 4	Konami	184,000 units
2	BLAST DOZER	Nintendo	48,000 units
3	MARIO KART 64	Nintendo	47,000 units
4	J-LEAGUE PERFECT STRIKER	Konami	10,000 units
5	SUPER MARIO 64	Nintendo	9,000 units

Power Pro Baseball, shining bright in the number one position throughout the month, began selling during the second week of March and, after three weeks, had already reached sales of more than 180,000 units. Furthermore, since the beginning of April, the game has consistently achieved sales in excess of 10,000 units per week.

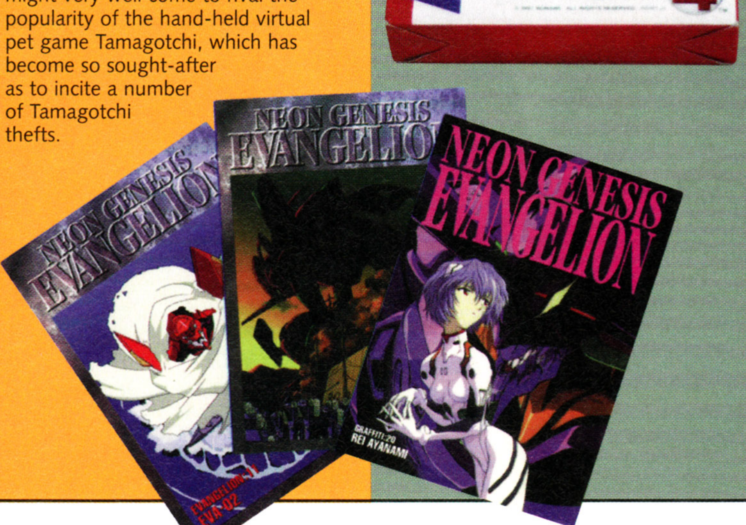
Nintendo has undergone a major shift in policy by emphasising quality over quantity. This new strategy of selling a few choice titles over a longer period of time is clearly reflected in their present sales numbers. The two *Mario* games are still holding onto their position in the top five. Number five on the list, *Super Mario 64* has reached the status of 'long seller' with sales over ten months topping 7,600,000 units. A look at the numbers for PS shows that their number one seller for the month of March was *Bushido Blade* at 280,000 units. Monthly sales for the number two title, *Final Fantasy 7*, and the number three title, *Final Fantasy 4*, were 200,000 and 170,000 units respectively. The 298,000 unit sales volume of the top five N64 titles combined only just reached that of *Bushido Blade*. Sales in the Japanese market and sales in the American market – where the immensely popular *Mario Kart 64* is currently selling at ten times that of the number one PS title – appear to be polar opposites of each other.

From a sales survey conducted by TV Game Express

a revival. Even college-age Japanese and young Japanese businessmen are getting in on the act, as evidenced by the rising popularity of horse-racing 'Thoroughbred Cards' among those two groups.

Game and character cards really began to gain popularity after the launch of Neon Genesis Evangelian trading cards, one of many licensing ventures springing out of the popular animated cartoon of the same name. Including the economic ripple-effect of all licensed merchandise sales, the Evangelion cartoon is rumoured to have made over 20 billion yen (an incredible £100 million). *Pocket Monster* (a huge Game Boy title in Japan) game cards have become infectious among Japanese kids, too.

As the symptoms worsen and the fever spreads, trading cards might very well come to rival the popularity of the hand-held virtual pet game Tamagotchi, which has become so sought-after as to incite a number of Tamagotchi thefts.



NINTENDO

SHORT SHORT

New colours on the shelves

With *Pocket Monsters* such a great hit, the Game Boy Pocket market has come to life. And two new colours – gold and pink – will soon be selling at stores. The gold was previously a limited edition, only sold at Toys R Us stores last November, but demand from players has now made it available to all. The new gold Game Boy is in stores now, costing ¥7,800. The pink one will be out on July 11th, at ¥6,800.

Which horse is a good bet?

Do you like horse-racing? Do you still have a SNES? Then here's some good news. You can bet on horse-racing in your own bedroom. Japan Racing Association (JRA), which manages major horse-racing in Japan, has developed a system of betting using a SNES, similar to a system that was previously available on the NES. To do this you'll need to connect your SNES to the telephone line by buying a modem and a special cartridge for it.

Kazutoshi Iida will make a new game for the N64

Kazutoshi Iida, creator of the PlayStation games *Aquanaut Holiday* and *Taiyou-no-shipo* (meaning "A Tale of the Sun"), announced at the Tokyo Game Show Creator's Conference that he's working on a new N64 game. He said, "It's a secret plan. I can't reveal details, but the game mood is an establishment of time and space. I'll make it with the aim of releasing it at the end of next year." This title may be developed for the 64DD disc system.





The finest football game in existence – that's what we reckon. *ISS64* is good enough to win the League, the Coke and FA cups, and still finish off the Germans 5-nil in Munich.

30

INTERNATIONAL SUPERSTAR SOCCER 64

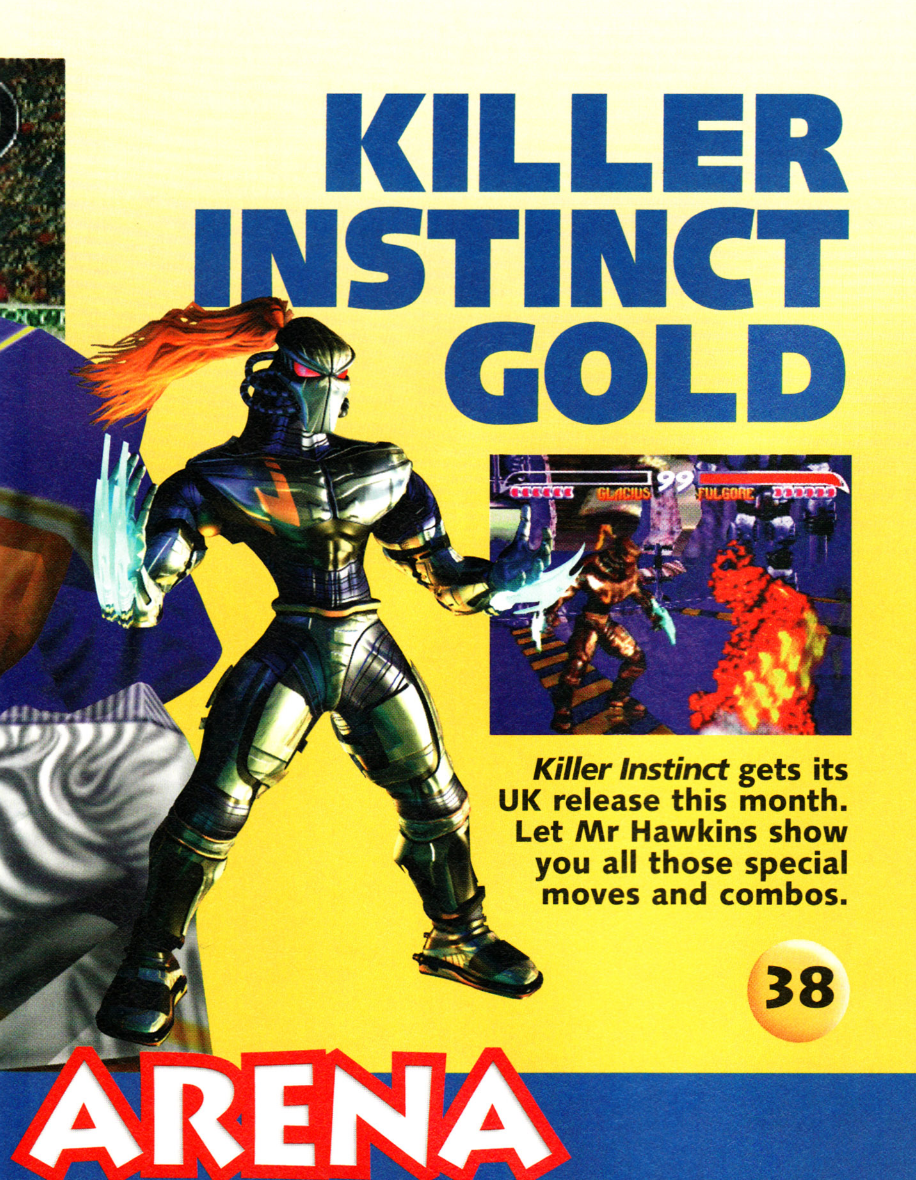
IMPORT

STARFOX 64

Time for some giant robots, an evil chimp and, of course, the fantastic Mr. Fox.

44

KILLER INSTINCT GOLD



Killer Instinct gets its UK release this month. Let Mr Hawkins show you all those special moves and combos.

38

ARENA

DOOM 64

The world's oldest game on the world's newest console. Slugging it out with the cyberdemons, our blood-soaked review starts on page 52. (It gave Tim nightmares.)



52

Mah Jong 64

"Another Mah Jong game is what the N64 really needs", thought the Japanese developers of Mah Jong 64. "Let's do one!" So they did and here it is.



Power Pro Baseball 4

It's baseball, it's played by pros. Want to know more? Then turn to page 59.



Most N64 games tend to appear in Japan and America before they arrive in Europe. We track them down, play them thoroughly and review them immediately, to ensure our readers are fully informed at all times. We'll then also review the UK versions as soon as they become available.

PLAYING IMPORT GAMES

Japanese and American games can only be obtained through specialist importers, and won't work on UK N64s. To play them you'll either need a Japanese or American machine, a modified UK N64 or a universal adaptor. For a review of this special cart and its known incompatibilities, turn to our news section, Planet 64.

N64 MAGAZINE GUIDE TO SCORING

We play all new Nintendo 64 games thoroughly and, if they're really great, we'll play them through to the end before arriving at a verdict. Our scores are considered carefully, taking into account the high cost of Nintendo games and the incredible capabilities of the N64. Here's how it works:

85% and above



N64 Magazine only awards the most superb games scores of 85% or above. We complete them to make sure they stay great all the way through and, if they do, give them our Star Game award. Games scoring this highly are great to play and show off the N64 fully.

84%-70%

Because such high standards have been set by the likes of *Super Mario 64* and *Mario Kart 64*, many otherwise excellent games struggle to match them. While they may still be well worth buying and playing, **N64** scores them strictly.

69%-50%

An irksomely unsatisfying area of the scale, containing games that are merely competent. They'll be playable and moderately entertaining but no more, probably because their developers have failed to grasp what the N64 is all about.

49%-20%

Let scores of less than 50% be a warning to you. These games really are no fun, and do our N64s a disservice.

19%-0%

We hope never to have to explore this scoring extreme, but will exercise it fearlessly if necessary.

THOSE CATEGORIES EXPLAINED

The N64 can produce graphics undreamt of before its arrival, and our 'Visuals' category takes this into account.



Has it got good noises in? And is the music good? Or just annoying? These things matter, they really do.



How well does the game make use of the N64's amazing hardware? A *Mario*-beater? Or just a PlayStation port?



It may look great, and sound brilliant, but will you finish it in five minutes and never want to play it again?

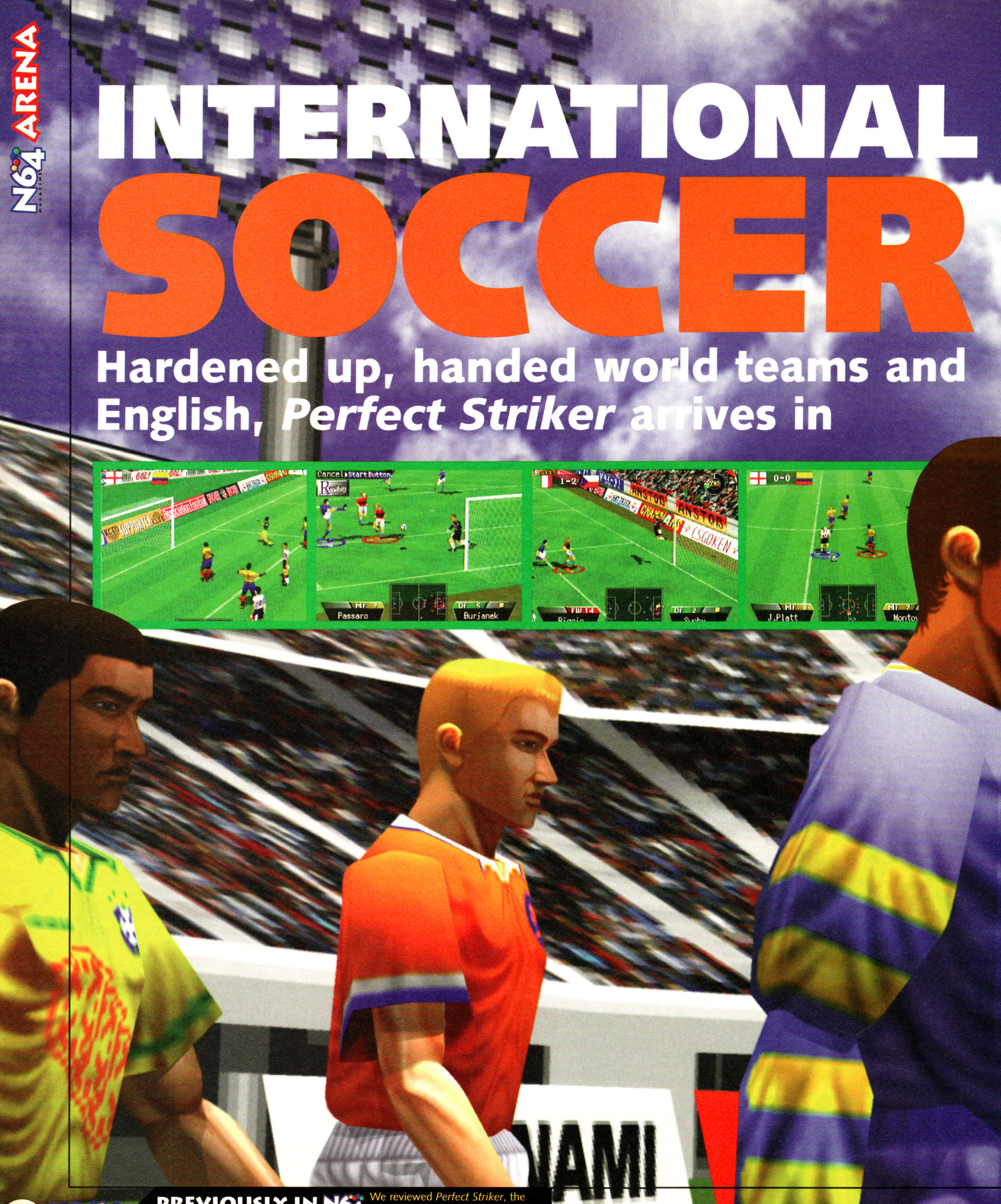


And the big mark at the end is essentially a measure of how much fun you're likely to get out of the game.



INTERNATIONAL SOCCER

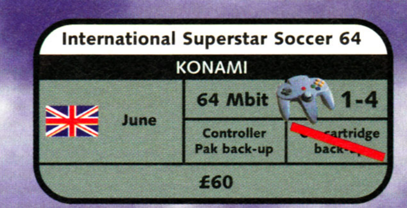
Hardened up, handed world teams and English, *Perfect Striker* arrives in



PREVIOUSLY IN N64 We reviewed *Perfect Striker*, the Japanese version of *ISS64*, in N64/1.

SUPERSTAR 64

...translated into Blighty as *ISS64*...





THEY THINK IT'S YELL OVER
Gone is the rambling Japanese commentator of *Perfect Striker*, who yelped such wonderful soundbites as "He loves it!" and "I feel like Chicken Tonight!" (or, at least, something similar) and, for the purposes of an English-speaking European audience, in comes a bloke. An actor, actually. Gavin Robertson. Anyway, he's not half bad, in a sub-Barry Davies kind of way, and keeps proceedings chugging along at a fair old rate. And the sound generally is hugely impressive, with Konami's RSS crowd sounds and the commentary responding exactly to the action on the field. And at least, unlike the PlayStation's *ISS Pro*, this word-warbler doesn't annoy you by bleeting rubbish like "My gran could have got to that..."

CONTROLLING YOURSELF

ISS64 **boasts some of the finest, most intuitive controls imaginable. However, to achieve that ever-elusive 'Total Football' feel, there are a number of more difficult manoeuvres to master. Here, then, is the definitive guide – in 21 steps – to achieving Pele-like performances from your eleven stadium warriors...**



Analogue Stick

[1] Dribble: Enables your player to sweat close control from every pore. Opponents will stick a foot in and win the ball if your toes lack that certain twinkle, but the response of the stick to your every caress is remarkably done. Gazza-like dissections of the defence are all-too-possible, and, as you gain experience, can more easily be worked.



A Button

[2] Short Pass: Knocks the ball to another player's feet. Also allows for the Brazilian-style ball-gliding beauty of first-time football. Splendid.



[3] Charge: Can be used to shoulder-charge opponents if they enter the the penalty area.
[4] Save: At penalties, you take full responsibility for your goalkeeper. Use the A Button and the analogue stick for Seaman-style triumph.
[5] Short Throws: Allows keepers to do a short throw to the nearest defender, for a great deal of from-the-back football.

B Button

[6] Long Ball: Benefits those in search of a quick end-to-end attack. The longer you hold it, the more powerful the pitch-length ball.





[7] Shoot: Once into the magical far-off-land that is the penalty area, tap the B Button in an effort to make the headlines.
[8] Header: At corners, swing one into the area and your player can make contact via a continued stab of the button.
[9] Overhead Kick: Align yourself with a cross/corner, make sure your back is to the goal, and jab at the B Button. Will impress the ladies.
[10] Dummy: Sell your opponent a dummy by rapidly hitting the B button when running. Takes some practice, but proves eminently helpful.
[11] Foot-In Tackle: Lacks the refined beauty of a successful sliding tackle, but pleases referees in a packed penalty area.
[12] Corner Kick: Sends a low ball into the area in search of a toe poke or lucky ricochet. Not accurate, certainly, but pleasantly rewarding.

Left C Button

[13] Lob: Cross-field or down the line, the lob is a necessary addition to your repertoire. Requires timing, but brilliantly useful.



[14] Defensive Header: If an opponent curls in a corner or lofts one into the area, tap at Left C to clear the danger.
[15] Sliding Tackle: Risky, especially in dangerous areas, but hold down the Left C and you can gain possession in the most useful of positions.
[16] Airborne One-Two: Lob a ball to a forward player and, by tapping Left C, that player can knock off a ball for you. Lovely.
[17] Corner Kick: Gives corner kicks 'flight', as opposed to the B Button's low drive. Handy for six yard box headers.
[18] Short Throw: Useful if you're chasing a lead or in need of a quick attack. Like all throw-ins, though, easily read by opponents.



Right C Button

[19] One-Two: You know your football has reached considerable proportions when this ground-based one-two works itself out. Hard to judge, as your runner doesn't always, well, run, leaving the ball to trickle forward into space with no second player within yards. Still, a warm feeling enters your bones when you finally produce an utterly *wunderbar* end result.



Top C Button

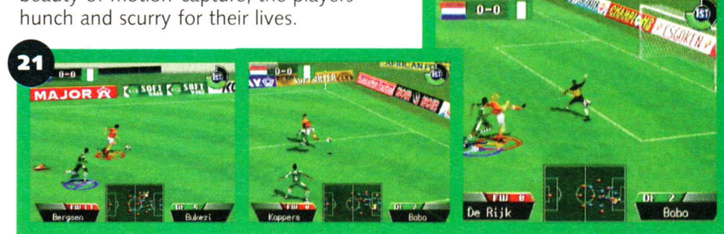
[20] Through Ball: A stroke of genius. The inclusion of a through ball not only allows for defence-slicing forward passes, but means that in the midsts of a midfield battle for supremacy there's always the chance to open up proceedings with a tap of Top C. Jabbing at the button can also produce accurate square passes. Wonderful.





Bottom C Button

[21] Dash: Anyone familiar with *ISSD* on the SNES will recall the 'dash' option with fond memories. Its uses are endless, and often mean the difference between catching that broken-free attacker or watching him waltz on towards post-goal celebrations. Here, with the added beauty of motion-capture, the players hunch and scurry for their lives.



TEAM TAUT

If half time arrives with nary a whimper of a shot, wholesale changes patently need to be rung. And *ISS64* provides ample opportunity for a change of tactical direction…

Member
The brain-teasing but essential possibilities of substitutions are accessible via the oddly-monickered Member option. Energy bars and smiley faces give you an idea of how your squad feels the first half went – whereas before the match you're only shown the smiley faces – and Kicker Select allows you to designate your set piece taker.

Formation
This allows for the exact positioning of players as well as a choice of up to sixteen formations. New, revolutionary playing set-ups can be saved onto and loaded from Controller Paks. And individual positions, such as the Sweeper and Wingback, are explained in full to give you an idea of what you're doing. Superbly thought-out.

Strategy
If you're intent on getting your tactics spot-on then you'll need to back-up your marking, formation and positioning with playing strategies. And ISS64 allows you to choose up to four from a table of nine, including opportunities to perfect Counter Attacking or the Offside Trap. Once selected, the strategies can be used on-field via the relevant C-Button.

Marking
There's always one danger-player on each side, and, chances are, he'll have run you ragged in the first half. So, naturally, the Marking set-up is best used before matches where any of your starting eleven can be put on the opposition's better players. Doesn't guarantee instant success, but quietens down Valderama, Klinnsmann, Ravanelli and the like.

Controller
Nothing more exciting than options to re-adjust your configuration, or switch to a more manual game where your nearest available free player is selected by you rather than the computer.

Config
Choices of weather, time of day and camera positions.

Player
Can re-select the number of players.

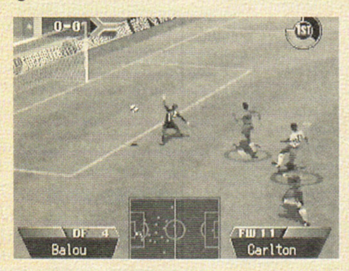
TRAIL BLAZER

Everyone wants to take footballing minnows and turn them into world beaters. But, African championship aside, pitting South African wits against the best there is would require a Venables-like slice of footballing adeptness. Weaver, though, could be the man...

QUALIFYING

South Africa Through in Style

South Africa booked their place in the World Cup Finals with a series of devastating performances against their African counterparts. Cameroon were overwhelmed home and away, 0-3 and 5-0, with South African manager Weaver getting his tactics spot on each time. Nigeria put up more of a fight at home, with the South African team only earning full points thanks to a late penalty. In Johannesburg, however, it was a different story, with Carlton proving his current £2 million asking price and hammering home a second half hat-trick. The game finished 4-0.



Carlton opens the scoring in Cameroon with a blistering volley from just inside the area. South Africa triumphed 3-0.

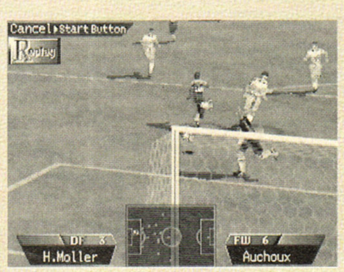


At home to the Cameroons, Carlton and South Africa put on a blistering display. Five goals could have been many more.

GROUP STAGE

Weaver Surprised, South Africa Through

South African manager Weaver admitted to being "thoroughly surprised" at his team's unbeaten Group Stage performance. Denmark (2-1), the Republic of Ireland (3-0) and the USA (4-0) were all swept aside as South Africa – sporting a sweeper system that's only conceded one goal in seven matches – played some of the best football of the tournament so far. Their front line, led by the dynamite pairing of Carlton and Qubay, struck six goals between them to take the team's tally to nine goals in three matches.



Much fancied Denmark are swept aside 2-1 thanks to the clinical finishing of the Southern Africans.



After dispatching the Rep. of Ireland 3-0, Manager Tim Weaver called South Africa's performance "marvellous".

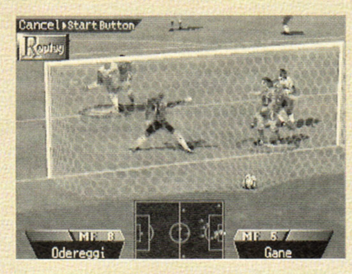
SECOND ROUND

Carlton Strike Sinks Romania

Much-fancied Romania were knocked out of the World Cup as surprise team South Africa glided into the Quarter Finals. A first half penalty, converted by the masterful Audepay, and a blistering 25-yard pile driver from Carlton deep into injury time completed a brave South African come back after their conceding an early goal and having defender Jamir sent off for a professional foul. The match began brightly for Romania, with Costan opening the scoring after a well worked set piece, but South Africa always looked dangerous and Carlton's goal-of-the-tournament contender saw them into the last eight, 2-1.



A tense encounter against the talented Romanians was brought to the boil when Jamir was sent off for this foul.

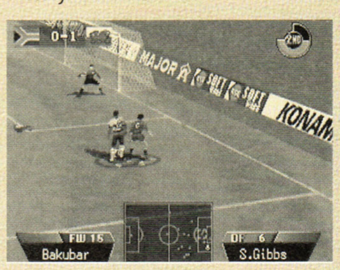


But, Carlton (out of picture) hammered home a glorious winner to see the tournament's surprise team through.

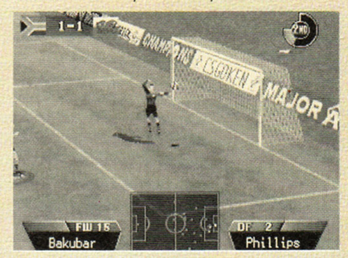
QUARTER FINALS

Welsh Demolished by South African Brilliance

A stroke of tactical magic by manager Weaver left Welsh World Cup hopes in tatters as South Africa triumphed 5-1 in spectacular fashion. After a one-sided first half, in which midfielder Melville gave Wales a 1-0 lead, Weaver took off the ineffective Auchoux and put on winger Bakubar. The move immediately paid off with Bakubar crossing for Carlton to level with a far post header. Minutes later, Bakubar was involved again, sending a ball through for Madzipa to meet and score. Carlton made it 3-1 in the 69th minute and then Bakubar grabbed the fourth with a mazey run and acute angle finish. Then, with seconds remaining, Bakubar struck again, meeting a cross from Carlton and paving the way for a famous South African victory.



Bakubar wrecked havoc with the frail Welsh defence and this run led to Carlton's all important equaliser.



Minutes later, South Africa were in front when Madzipa sent a looping header over the Welsh keeper into the net.

Players To Watch

- Audepay, Sweeper: In the Beckenbaur mould. Uses every inch of the pitch and strides out of the back five at will.
- Qubay, Attacking Midfielder: Takes all set pieces and possesses a devastating right foot. Can win matches on his own, as he's all-too aware.
- Carlton, Striker: Highly rated frontman. Plays with top South African side Kaiser Chiefs and averages 30 goals a season.



Audepay Qubay Carlton

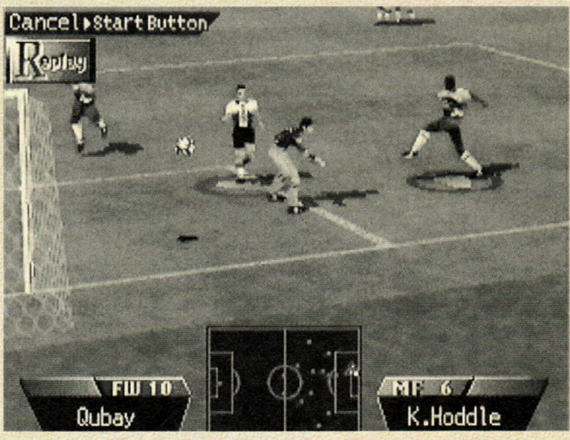
SEMI FINALS

Seven Goal Thriller Sees South Africa Through

Clinical finishing and suicidal defending produced a hugely entertaining semi-final between an under-strength England and a rampant South Africa. After a slow opening half which saw England go 2-0 up, the Africans played some glorious passing football, turning the tables on their opponents and coming back to lead 3-2 thanks to the individual brilliance of midfielder Qubay. But, just as South Africa looked bound for the final, Morley popped up to level at 3-3 and take the game into extra time. The extra 30 minutes, though, were South Africa's, with the extra pace of Bakubar producing a series of opportunities for Carlton before defender Wenry sent them into the final with bullet header.



Qubay – perhaps the best player on the pitch – rounds England keeper Banks to signal South Africa's comeback.



The winner, to make the score 4-3, was an acute angle finish of the highest quality. Manager Weaver called his player's performance "the best I've seen in a long time".

SCENARIO
The Scenario option always gave *ISSD* that little something extra. And here, although nothing has changed, *ISS64* at least boasts something its competition doesn't. The idea is simple: the computer gives you a choice of eight games – all at least three-quarters complete – and the objective is to take over the losing team and, in the time provided, turn that loss into a win. Some of the eight ask the impossible – you're 2-0 down against England and you're virtually into injury time – but it's fascinating stuff to unravel nevertheless.

Fairy Tale Complete as South Africa Triumph

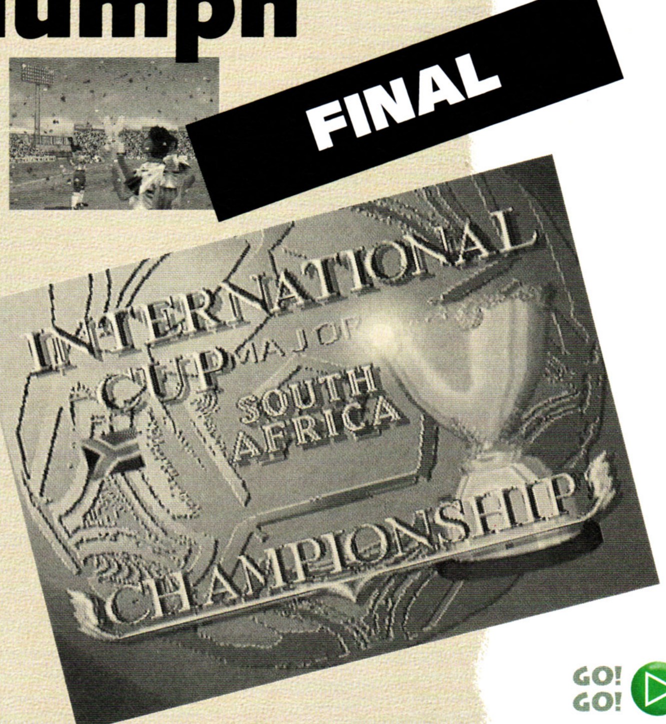
FINAL

The impossible became possible yesterday as Tim Weaver's South African side lifted the World Cup in nail-biting style with a 4-3 extra time win against European Champions Germany. The Germans were always a threat, but the enthusiasm and performances of key men Carlton, Qubay and Audepay, as well as goalkeeper Leonze, contributed to a historic South African victory. Weaver's tactical brain was again at the forefront as he placed markers on all Germany's front players and then opted for two match-winning strategies: the Offside Trap and Wing Attacks. Bakubar played havoc with German fullback Muller and provided Carlton with his ninth and tenth goals of the competition to level proceedings after Germany went 2-0 up. But Germany struck again through Stranz before Odereggi connected wonderfully with an Audepay through ball to take the game into extra time. Both sides missed simple chances before South Africa won the game in style. Carlton - so influential throughout - danced through the German midfield before pushing a ball through to Qubay, who rounded Wagner and slotted the ball home.





Scenes of celebration as captain Audepay lifts the World Cup for South Africa – the first time in their history. Player of the Tournament Calrton was also awarded the Golden Boot for his nine goals.



GO! GO!

THEY LIVE!

Creating your very own squad of Overton-style freaks* is now easily done with *ISS64's* Create Player facility. In fact, in conjunction with a Controller Pak, you can incorporate any player you dabble with into any team in the world. Whole squads can also be constructed and their individual skill ratings given a going over. Thus, replacing Kangaroo's son Ian Dowie with your finely honed, blond haired super-human is readily possible. Being Frankenstein for a day is, indeed, good fun.



* **N64** apologises for Tim's unfortunate views on Lord Overton. He has since been placed before a firing line of ex-*Super-Play* readers.

△ *Dull old French/German encounters aren't uncommon. Mean defences mean scores are kept to a minimum.*

▽ *A brilliant save by the keeper. The number ones in ISS64 are gloriously fluid with their handling.*

△ *Safely into the arms of the Croatian keeper. Although quite what Petersen's playing at…*

△ *Europe's two footballing hotbeds, Greece and Turkey, work the audience up into a lather.*

△ *Goals a-plenty in this clash of the titans.*

Half-time arrives with nary a sniff of a goal. ▷

Playing *ISS64* makes you realise just how much of *Perfect Striker* was unfathomable on its appearance in Japanese two months ago. With *ISS64,* the on-field events are still as beautifully realised as they were in *J-League,* but, behind the scenes, where the bold decisions are made and everything's now in English, Konami's footballing prowess can be taken many stages further. For the very first time, here's a football game that combines supreme, putty-like on-field action with *Premier-Manager*-style tactics. Indeed, so fulsome is the strategic set-up in *ISS64* that if, like your reviewer, you live and breathe football, you'll never take the game out of your N64.

The improvements, as promised, make for a far sturdier game. Intelligent goalkeepers have replaced the spill-friendly *J-League* versions, and now boast extra 'actions' including such crowd-pleasers as swinging on the cross bar when a ball sails over, and coming out to meet a through ball on the edge of the area instead of getting the bends when they venture from the six yard box. They also frequently get fingertips to top-corner-bound free kicks, and gather up goal line scrambles with consummate ease. Now, rather than fearing the worst when a one-on-one occurs, you're often safe in the knowledge that your number one will get to the ball. Or at least make an effort.

The general difficulty of the game has been upped, too, to cope with the demands of a European audience. Most teams offer a substantial challenge – especially Germany and Brazil, who'll frequently prove a thorn in the side of any World Cup wannabe – although scores will occasionally balloon against the lesser nations. The USA, for example, found themselves on the end of a particularly nasty 12-1 trouncing during a breathtaking England performance one Tuesday afternoon.

By now the beauty of *ISS64's* stadium-based machine should be well and truly etched on your minds. Little is now wrong with the game except, perhaps, for the slightly random nature of the referee's whistle, which will blow in the most frustrating of circumstances. That, though, is a minor quibble. Here is a flawless example of how to 'do' a football game.

And, with everything in English, an extra dimension has been added with the before-match technicalities. You can prove yourself to be a master tactician with a plethora-and-a-half of data screens to be looked at, analysed and then chopped and changed. Get things right and dividends can be reaped tenfold. Get things wrong and you're facing embarrassment as your team crashes out in the early rounds.

Naturally, you can involve yourself in the management side of things as much or as little as you like. But whether you choose to pursue your quest for Ferguson-scale honours or not, there's little doubting *ISS64's* thoughtful brilliance. Plainly, developers Major A *know* their football, which is possibly why the game comes across so well. Programmed by football followers for football followers. There's a lesson in there somewhere, EA…

TIM



VISUALS 9

Nothing lost in the translation. And some extra motion capture.

SOUNDS 8

Added sound effects, realsitic crowds and English commentary.

MASTERY 9

Wonderful visuals, no slowdown and the only *true* football game.

LIFESPAN 9

Even after success, there's so much to discover. Endless.

VERDICT

For obvious reasons, the fact that *Perfect Striker* was in Japanese hampered proceedings a little. Now, *ISS64* has truly been allowed to flourish. Constantly takes your breath away.



92%

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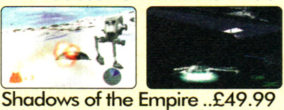
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Blast Corps	August	Killer Instinct Gold	July
Biofreaks	November	Legend of Zelda 64	October
Centipede X	September	Mario Kart 64	June
Clayfighter	Autumn	Quake 64	October
Doom 64	August	Robotech: Crystal Dreams	November
Goldeneye 007	July	Silicon Valley	June
Int Superstar Soccer 64	May	Starfox 64	August

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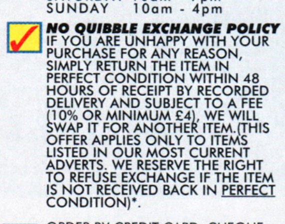
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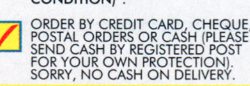
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N64(6)



Attacks sodden with graphical tomfoolery mark KI's debut on N64.

We could giggle about Orchid's glorious humps, but we're far too mature.

KILLER INSTINCT

Finally it arrives in Blighty. But do Rare really have the Midas touch?

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PREVIOUSLY IN N64 We reviewed the US version of *Killer Instinct* back in issue 1. It got 62%.



Kim Wu

The Ginger Spice of the *Instinct* mob, Kim's chunky little thighs give away how sharp she is with her leg-wielding attacks. Her rice flail-like weapon takes a bit of mastering, mind, but if you're familiar with Orchid you should have no problem with her.

Height: 5'4"
Weight: 130lbs
Age: 17

COMBO STARTERS
Firecracker: DF, D, DB, FP
Split Kick: DF, D, DB, FK
Tornado Kick: DF, D, DB, K

COMBO LINKERS
Firecracker: DF, D, DB, MP/FP
Split Kick: DF, D, DB, FK
Tornado Kick: DF, D, DB, QK/MK

COMBO SUPER LINKERS
Super Firecracker (three Super blocks required): DF, D, DB, F, FP
Multi-Hit Kick (three Super blocks required): DF, D, DB, F, FK

COMBO ENDERS
Firecracker: DF, D, DB, FP
Tornado Kick: DF, D, DB, FK
Fire Flower: D, DF, F, QP
Split Kick: DF, D, DB, FK
Hidden: DB, D, DF, MK
Ultra Buffer: D, DB, B, DB, D, DF, F, FP

TOP COMBO
74-Hit Ultra (full Power Bar and five Enders required): Parry, Tornado Kick+MK, QK, FP, MK, Super Firecracker, MK, FP, MP, Super Tornado Kick, MP, FK, MK, Super Firecracker, F+FK, Super Tornado Kick, F+FK, Ultra, Ultra Buffer

Tusk

The slowest character in *KI Gold*, but his brute sluggishness belies Herculean-like control of his weapon – get on the wrong, incredibly sharp end, and watch that energy get carved away. Get used to the bigger characters with him, though.

Height: 6'11"
Weight: 380lbs
Age: 31

COMBO STARTERS
Boot Kick: DF, D, DB, K
Back Stab: F, DF, F, DB, B, QP
Web of Death: DF, D, DB, FP
Skull Splitter: DB, D, DF, FK

COMBO LINKERS
Web of Death: DF, D, DB, FP
Boot Kick: DF, D, DB, QK/MK

COMBO SUPER LINKERS
Super Boot Kick (three Super Blocks required): DF, D, DB, F, FK
Super Web of Death (three Super Blocks required): D, DF, F, B, FP

COMBO ENDERS
Conqueror: F, D, DF, FP
Boot Kick: DF, D, DB, FK
Skull Splitter: DB, D, DF, FK
Back Stab: F, DF, D, DB, B, QP
Hidden: F, D, DF, QP
Ultra Buffer: D, DB, B, DB, D, DF, F, FP

TOP COMBO
73-Hit Ultra (full Power Bar and five Enders required): Parry, Web of Death, MP, FP, MP, Super Boot Kick, MK, FP, MP, Super Boot Kick, MK, FP, MP, Super Boot Kick, MK, FP, MP, Super Boot Kick, MK, FP, MP, Ultra, Ultra Buffer

Jago

A character with plenty to offer the Ryu/Ken brigade, especially with his fireballs and dragon punches. He feels well balanced in the heat of battle, with a perfect combination of fast, jarring moves and slower, punishing assaults.

Height: 5'9"
Weight: 190lbs
Age: 22

COMBO STARTERS
Wind Kick: DF, D, DB, K
Slide Kick: DB, D, DF, K
Laser Sword: DF, D, DB, MP/FP

COMBO LINKERS
Laser Sword: DF, D, DB , MP
Slide Kick: DB, D, DF, QK/MK
Wind Kick: DF, D, DB, QK/MK

COMBO SUPER LINKERS
Multi-Hit Wind Kick (three Super Blocks required): DF, F, DB, F, MK
Slide Kick (three Super Blocks required): DB, D, DF, B, FK

COMBO ENDERS
Wind Kick: DF, D, DB , FK
Laser Sword: DF, D, DB, FP
Tiger Fury: F, D, DF, FP
Endouken: D, DF, F, FP
Hidden: F, D, DF, MP
Ultra Buffer: D, DB, B, DB, D, DF, F, FP

TOP COMBO
74-Hit Ultra (full Power Bar and five Enders required): Parry, Wind Kick+MK, QP, FP, MP, Super Tiger Slide, MP, FK, MK, Super Wind Kick, QP, FP, MK, Super Tiger Slide, F+FK, Super Wind Kick, F+FK, Ultra, Ultra Buffer

GARGOS

It should come as no surprise to learn that you can 'be' *KI Gold's* head honcho, Gargos, by way of a simple spate of button hacking. During the intro, when the vital statistics of each fighter start dribbling on screen, tap in Z, A, R, Z, A, B using the relevant buttons. Gargos' hollow laugh confirms correct entry. You'll now be able to cycle through to the leathery fella on the character select screen.

COLOUR CHANGE

Guess what? You can change the colour of your character's costume! Ah, yes, understandably that revelation won't impress anyone but your mum these days. But listen, there's more... When the character intros crank up at the start of the game, using the appropriate buttons enter Z, B, A, Z, A, L. You'll now be able to plump for the 'legendary' all-white, all-gold or shadow fighters without having to complete training at every difficulty level.

GO! GO!

DIFFERENT? HOW SO?

Killer Instinct Gold is to all intents and purposes a conversion of arcade *Killer Instinct 2*. But there are a few notable differences between the two:
1) There's no character FMV in *KI Gold*. But there are new endings. Although they're not the multiple-screen ones from *KI2*. Erm...
2) *KI Gold* is as plump as Christmas turkey with new play modes: Practice, Training, Team and Team Elimination...
3) ... and Option-mungous is the only way to describe the N64 version of *KI*.
4) *KI2* can't match *KI Gold* for the effectiveness of the 3D arenas (TJ Combo's is a superb example of how good they are).
5) Numerous differences in the backgrounds themselves (the fire in the centre of Tusk's Stonehenge stage isn't in *KI Gold*, for instance).
6) There are a couple of move differences, but they are so minor it's not worth getting worked up about them.

Orchid

Think of *Killer Instinct* and this strapping young lass will undoubtedly saunter saucily through your mind. She typifies the *KI* way of things, mixing flaming projectiles, plenty of outlandish uppercut moves and tempting multi-hit combo potential.

Height:	5'7"
Weight:	125lbs
Age:	24
COMBO STARTERS	
Flik Flak:	DF, D, DB, K
Slide:	D, DF, F, K
San:	D, DB, B, MP
COMBO LINKERS	
Flik Flak:	DF, D, DB, QK/MK
Slide:	D, DF, F, MK
San:	D, DB, B, MP
COMBO SUPER LINKERS	
Super Ichi (three Super Blocks required):	DB, D, DF, B, FP
Tiger (three Super Blocks required):	DF, D, DB, F, MK
COMBO ENDERS	
Airbuster:	F, D, DF, FK
Flik Flak:	DF, D, DB, FK
San:	D, DB, B, FP
Slide:	D, DF, F, QK
Hidden:	D, DF, F, QP
Ultra Buffer:	D, DB, B, DB, D, DF, F, FK

TOP COMBO
74-Hit Ultra (full Power Bar and five Enders required):
Parry, San+MP, QK, FK, MP, Super San, MK, FK, MK, Super Tiger, QP, FK, MK, Super San, F+FK, Super Tiger, F+FK, Ultra, Ultra Buffer

TJ Combo

Still feels ever-so-slightly out of place, and indeed, his slower, more deliberate special and super moves (especially the ones that involv 'charges' on the D-pad) take a bit of getting used to. But his combos can be some of the most punishing in *Gold*.

Height:	6'1"
Weight:	220lbs
Age:	26
COMBO STARTERS	
TJ Tremor:	B, F, MK
Roller Coaster:	B, F, MP
Spin Fist:	B, F, QP
Skull Crusher:	B, F, FK
COMBO LINKERS	
Reverse Spin Fist:	F, B, QP
Roller Coaster:	B, F, MP
COMBO SUPER LINKERS	
Super Roller Coaster (three Super Blocks required):	F, DF, D, DB, B, F, MP
Super Spin Fist (three Super Blocks required):	F, DF, D, DB, B, F, QP
COMBO ENDERS	
Spin Fist:	B, F, QP
Power Line:	B, F, FP
Run Past:	B, F, QK
TJ Tremor:	B, F, MK
Hidden:	B, F, FK
Ultra Buffer:	F, DF, D, DB, B, F, FP

TOP COMBO
74-Hit Ultra (full Power Bar and five Enders required):
Parry, Roller Coaster, QP, FK, MK, Super Spin Fist, FK, FP, MK, Super Roller Coaster, QP, FP, MK, Super Spin Fist, F+FK, Super Roller Coaster, F+FK, Ultra, Ultra Buffer

Fulgore

"Could you-a... you-a, well... turn it down please?" came the polite-but-firm request from **N64**'s magazine neighbours *PC Gamer*. Fulgore's the loudest, brashest combatant in *KI Gold* – he can fire laser beams from his eyes *and* turn invisible, ferchrissake!

Height:	6'5"
Weight:	560lbs
Age:	Unknown
COMBO STARTERS	
Cyber Dash:	DB, D, DF, MK/FK
Eye Laser:	DF, D, DB, MP/FP
COMBO LINKERS	
Cyber Dash:	DB, D, DF, MK
Eye Laser:	DF, D, DB, MP
COMBO SUPER LINKERS	
Super Cyber Dash (three Super Blocks required):	DB, D, DF, B, FK
Electro Reflect (three Super Blocks required):	DF, D, DB, F, QK
COMBO ENDERS	
Cyber Dash:	DB, D, DF, FK
Eye Laser:	DF, D, DB, FP
Laser Storm:	D, DF, F, MP
Plasma Slice:	F, D, DF, FP
Hidden:	D, DF, F, QP
Ultra Buffer:	D, DB, B, DB, D, DF, F, FP

TOP COMBO
77-Hit Ultra (full Power Bar and five Enders required):
Parry, Cyber Dash+MK, QP, FP, MP, Super Cyber Dash, MK, FP, MP, Super Cyber Dash, MP, FP, MK, Super Electro Reflect, B+FP, Ultra, Ultra Buffer

STAGE KNOCKOFF

Many of the levels in *Killer Instinct Gold* allow you to hoof an opponent off the stage and into the darkness below. Unlike the knockoffs in *KI2*, however, the camera doesn't always follow them – you just get some wishy washy flashing red screen. Your final move in the killer combo must be one that sends the other character into the air. (Jago's homage to the Dragon Punch, Tiger Fury, is an ideal move with which to explore each stage's knockoff potential.)



Sabrewulf

He used to be a bit of a favourite, but his slower response time does him no favours nowadays. Can string together a tasty combo or two (with plenty of Sabre Wheels the order of the day), but he's often left open to quick attacks from the nimbler characters.

Height: 5'11"
Weight: 400lbs
Age: 46

COMBO STARTERS
Sabre Wheel: B, F, MP
Sabre Spin: B, F, MK
Sabre Pounce: B, F, FP

COMBO LINKERS
Sabre Wheel: B, F, MP
Reverse Sabre Spin: F, B, MK

COMBO SUPER LINKERS
Super Sabre Wheel (three Super Blocks required): F, DF, D, DB, B, F, MP
Super Sabre Spin (three Super Blocks required): F, DF, D, DB, B, F, MK

COMBO ENDERS
Sabre Spin: B, F, MK
Sabre Flip: B, F, FK
Sabre Pounce: B, F, FP
Sabre Howl: B, F, QP
Hidden: B, F, QK
Ultra Buffer: F, DF, D, DB, B, F, FK

TOP COMBO
74-Hit Ultra (full Power Bar and five Enders required): Parry, Sabre Spin, QK, FP, MP, Super Sabre Wheel, QK, FP, MP, Super Sabre Spin, QK, FP, MK, Super Sabre Wheel, F+FK, Super Sabre Spin, F+FK, Ultra, Ultra Buffer

Spinal

The cackling, ribbed monstrosity that is Spinal may be past his prime, but he can still hold his own. As you'd expect, the lack of meat means that he's a deadly quick fighter in the right hands, and mastery of his various teleport moves often decides a fight.

Height: 5'5"
Weight: 110lbs
Age: 651

COMBO STARTERS
Skele Skewer: D, DF, F, MP
Flame Blade: D, DF, F, FP
Skull Scrape: D+FK

COMBO LINKERS
Flame Blade: D, DF, F, FP
Skull Scrape: D+FK

COMBO SUPER LINKERS
Super Skull Scrape (three Super Blocks required): D, DF, F, B, FK
Super Flame Blade (three Super Blocks required): D, DF, F, B, MP

COMBO ENDERS
Skele Skewer: D, DF, F, MP
Skeleport: D, DB, B, FK
Skeleport: D, DB, B, MK
Skeleport: D, DB, B, QK
Hidden: D, DF, F, QK
Ultra Buffer: D, DB, B, DB, D, DF, F, FK

TOP COMBO
67-Hit Ultra (full Power Bar and five Enders required): Skull Scrape+MP, QP, FP, MP, Super Flame Blade, F+FP, Super Flame Blade, F+FP, Super Flame Blade (x2), F+FP, Super Flame Blade, MP, Ultra, Ultra Buffer

Maya

Armed with some of the best death sequences in the game, the superbly supple, blink-and-you'll-miss-her jungle temptress makes up for her lack of strength with her unbelievable speed.

Height: 5'10"
Weight: 140lbs
Age: 23

COMBO STARTERS
Savage Blade: B, F, MP
Mantis: B, F, FP
Air Mantis: F, B, FP
Flip Kicks: B, F, MK
Jungle Leap: B, F, FK
Savage Leap: B, F, QK

COMBO LINKERS
Savage Blade: B, F, MP
Flip Kicks: B, F, MK

COMBO SUPER LINKERS
Super Flip Kicks (three Super Blocks required): F, DF, D, DB, B, F, MK
Super Savage Blades (three Super Blocks required): F, DF, D, DB, B, F, MP

COMBO ENDERS
Cobra Bite: B, F, QP
Mantis: B, F, FP
Jungle Leap: B, F, FK
Savage Leap: B, F, QK
Hidden: F, B, QP
Ultra Buffer: F, DF, D, DB, B, F, FK

TOP COMBO
74-Hit Ultra (full Power Bar and five Enders required): Parry, Savage Blades+MP, QK, FK, FP, Super Savage Blades, QP, FK, MK, Super Flip Kicks, QK, FP, MP, Super Savage Blades, F+FK, Super Flip Kicks, F+FK, Ultra, Ultra Buffer

SKY LEVEL
When choosing your characters in two-player mode, hold the analogue stick down and press the bottom C-buttons (Medium Kick) to select your individual fighters. You'll now be whisked magically to the bonus square arena suspended in the sky where you can be knocked off at any point. It automatically becomes available if you're honest and beat the game on hard.



EXTRA OPTIONS
You can access *KI Gold's* special options without having to finish the harder training levels. During the character bio screens in the intro, press Z, B, A, Left Shift, A, Z in sequence. A shout of "Perfect!" confirms correct entry.

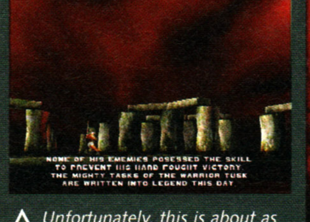


You can save all of the above codes (apart from Gargos and View End Credits) to the game pak by pressing the Z-trigger during the title screen.

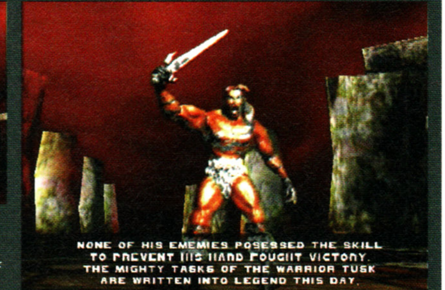
THE FINAL CURTAIN

Where would a beat-'em-up be without a hearty attempt at character development? Admittedly, *KI Gold* doesn't bog itself down with flashy intros and lengthy character endings, but finish the game at each difficulty level and you do get to find out more and more about your chosen fighter…





△ *Unfortunately, this is about as good as it gets: a quick zoom up to our man Tusk and a brief burst of re-written history.*





NEW TO THE *KI* WAY OF THINGS?

There's no need to feel intimidated when broken-nosed, cauliflower-faced *KI* loonies start recounting tales of dishing out 70 and 80-hit combos. The actual play-mechanics are quite straightforward once you get your head around the basic attack building blocks. Here's a brief guide to the moves you'll need to get intimate with…

Special Move!
Every fighter is armed with at least five of these little beauties. But they're not as 'special' as you might be expecting – they can be performed many times during a bout, don't take anything out of your Super Bar and have very little effect against a blocking opponent.

Super Move!
This is more like it. A Super Move uses a set number of blocks from your Super Bar – the harder-hitting it is, the more blocks it zaps (up to a maximum of six). These are the game's extravagant moves, usually accompanied by crunching sound effects and severe on-screen punishment.

Shadow Move!
As the name suggests, this is a Super Move that, when pulled off, leaves a string of shadows behind your fighter. It's best used as an opener in a combo, so that when you continue with the chain of following moves your faint grey replicas trail throughout. One to impress the ladies with.

Recovery Move!
These are in place to help you get back the advantage when you're knocked down. If an opponent launches an assault as you're getting up, pulling a Recovery Move off knocks them down. But watch out: even these can be countered by an experienced player.

Pressure Move!
Essentially a simple auto two-hit move which can be used to juggle an opponent with satisfying ease.

Transition Move!
These can be used to throw a wary opponent off-guard. They can be performed while your character is still on the start of his/her move animation, so they're useful once the other player seems familiar with your attacks.

Throw!
Self explanatory, really.

Combo Breaker!
There are some moves you can't interrupt with one of these – Super Linkers are classic examples – but otherwise they allow you to break an opponent when in full combo flow, turning the screen scarlet. As a rule of thumb, kicks break punches and vice versa. You can also pull off an Ultra Breaker against the first four hits of an opponent's Ultra combo.

Ultra Combo!
Wait until the opponent's Life Bar flashes red before you enter into this. Moves such as an Ultra are added to the end of combos to get the most damage out of them, and once you enter them all the hits from then on are controlled by the CPU. You can also enter a Mini Ultra Combo when you take the final sliver of the green bar from an enemy, follow through with the combo and tag a Mini Ultra move on at the end. Gumph!

Ultimate Combo!
A move which can't be shattered by a Combo Breaker, an Ultimate can be weaved into a regular combo just like an Ultra. And, like the Ultra, it has to be carried off during the opponent's flashing red power stage. The rest of their energy will then be stripped thanks to a special death sequence…

Counter!
These are essentially the 'Rock-Paper-Scissors' moves from KI2. Each character comes armed with special moves that fall into one of the three categories. And, like the age-old hand game, a rock move counters a scissors move, scissors counter rock and so on. But boy is it more complicated in practice.

Parry!
Easy, this. Nudge Back and Quick Punch to kick into your character's parry move. These stop your opponent's Fierce-rated attacks slicing through. You'll know you've rolled into a parry successfully thanks to a brief pause and a yellow spark.



Sabrewulf demonstrates one of his Openers, the Sabre Wheel.

Keep an eye on the power blocks under your life guage for Supers.

"C-C-C-Combo Breaker!" you'll hear the commentator gibber.

After a Parry like this, pull off a Special Move to dizzy the enemy.

Catch your opponent's life bar flashing red and you can roll into an Ultimate Special Finisher.

Everyone has a wealth of Specials. Here's Glacius's 'Liquidise'.

VIEW END CREDITS
If you really can't be bothered ploughing through the game via the accepted start-to-finish avenue, then you can take a luxurious gander at the end credits via a spot more sneaky cheatin'. Again, wait until the character bio screens appear and tap in Z, L, A, Z, A, R. The end credits will then automatically appear.

LEVEL SELECT
In two-player mode, select your fighters using the following button combinations. The first person to select a character chooses the location, the second the music.



Up+FP (Glacius)	Spaceship
Up+MP (Maya)	Jungle
Up+QP (Sabrewulf)	Castle
Up+FK (Orchid)	Helipad
Up+MK (Fulgore)	Museum
Up+QK (Tusk)	Stonehenge
Down+FP (TJ Combo)	Street
Down+MP (Gargos)	Dungeon
Down+QP (Jago)	Bridge
Down+FK (Stage/Music)	Random
Down+MK (Spinal)	Ship
Down+QK (Kim Wu)	Dojo

Glacius

The cool, stranded alien is still one of the deadliest fighters in the game and the experienced player can use him to pull off combos laced with the most visually stunning special moves.

Height: Variable
Weight: Variable
Age: Unknown

COMBO STARTERS
Icy Grip: D, DF, F, QP
Liquidise: D, DF, F, MK
Cold Shoulder: D, DF, F, MP

COMBO LINKERS
Liquidise: D, DF, F, MK
Cold Shoulder: D, DF, F, MP

COMBO SUPER LINKERS
Super Uppercut (three Super Blocks required): DB, D, DF, B, FK
Super Cold Shoulder (three Super Blocks required): DB, D, DF, B, MP

COMBO ENDERS
Icy Grip: D, DF, F, QP
Liquidise: D, DF, F, FK
Ice Lance: D, DB, F, FP
Arctic Blast: D, DB, B, FP
Hidden: D, DF, F, QK
Ultra Buffer: B, DB, D, DF, F, B, MP

TOP COMBO
74-Hit Ultra (full Super Power Bar and five Enders required): Parry, Liquidise+MK, QK< FK, MK, Super Cold Shoulder, QP, FP, MP, Super Uppercut, QK, FK, MK, Super Uppercut, F+FK, Super Cold Shoulder, F+FK, Ultra, Ultra Buffer



Gargos

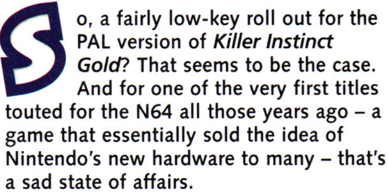
After Orchid killed Eyedol, the boss in the original *Killer Instinct*, the domain of evil, or Limbo, was opened up and Gargos entered the world. Unfortunately, the machine which had brought Eyedol into our world exploded, sending the giant gargoyle Gargos back in time (along with the rest of the *KI Gold* contenders). Get to the end of the tournament, however, and you'll find that he's not so intimidating. But, although he's armed with fiery breath, the ability to fly, and some of the hardest hitting uppercuts in the game, it's his wing-flapping energy recharge move that's his most appealing feature...

Height: Unknown
Weight: Unknown
Age: Unknown

COMBO STARTERS
Jumping Overhead Slam: D, DF, F, FP
Shoulder Dash: D, DB, B, K

COMBO ENDERS
F, D, F, FP
F, D, F, FP
F, D, F, FP
F, D, F, FP
B, DB, D, DF, F, B, QK

And that's it for Gargos. We haven't explored his combo depths to a great extent. Suffice to say that he's the Joker in the pack and, although slow-moving, one of the toughest nuts to crack.



So, a fairly low-key roll out for the PAL version of *Killer Instinct Gold*? That seems to be the case. And for one of the very first titles touted for the N64 all those years ago – a game that essentially sold the idea of Nintendo's new hardware to many – that's a sad state of affairs.

We've had plenty of time to get to grips with the game now, since putting the US NTSC cart through its paces in **N64**'s premiere issue, and have to say that our response is just as muted now as it was then. Judging by your letters in the intervening weeks, it seems that many of you felt we were criticising the entire *Instinct* way of things. Not at all. Zy pointed out the odd 'flaw' that potential purchasers need to made aware of, but he also made it clear that if you're a committed *KI* fan, this is a classy conversion crammed with traditional home features to keep you going.

But there's no escaping the fact that this feels just a touch weary now, despite the numerous improvements and the visual buffing-up it's received. You'll feel your enthusiasm for the trademark multiple hit combos dribble slowly away. Fair enough, for ten minute spicy slabs of entertainment when *KI2* was rooted in an arcade cabinet in your local amusement centre this wasn't such a noticeable problem. But the initially complex combo linking system starts to wear thin after several weeks of constant hammering. The lack of finesse and subtlety isn't satisfying in the long term.

If *Killer Instinct's* your passion though, this could quite possibly be – with the exception of *Super Mario, Pilotwings* and *Wave Race*... erm... – the best thing that's happened to your N64. *Gold* is rife with special playing modes and options. You can get cozily familiar with your favourite character's attack intricacies by taking them through the various training stages (where you get to take out your frustrations on a wooden post), and then go on to test your prowess in the team elimination tournaments. Beat the game at various difficulty settings and you gain access to more and more options where you can alter almost every aspect of the game, from fiddling with the blood quota to switching camera view.

It's a shame that many people have been waiting for this since the N64 was just a chip in Yamaouchi's dreams. At the end of the day it just can't deliver the powerful, punchy impact that was originally intended – *Killer Instinct* on the SNES has certainly shown that less powerful systems can handle such a game in a scaled-down but perfectly satisfying form. Unfortunately, as we all know, the 64-bit alternatives are rather conspicuous by their absence.

Nestled on the shelves between the likes of the all-out travesty *FIFA 64* and the fair-to-middlin' *Shadows of the Empire*, *KI Gold* can hardly be said to shine out. It hails from days when its interest derived mainly from the fact that the other big cheeses in the beat-'em-up arena weren't producing anything other than raw 3D polygons. The situation's a lot different now. Once developers start to use the potential of the analogue controller, though, the N64's time will come...

MARCUS



Some characters allow you to get seven or more 'Juggle' hits in.



LOOK AT ME!

Rare have seen fit to include two views which you can toggle between. You'll find yourself sticking with the regular one, though – the Sky Cam's only really suitable for letting you get a decent gander at the sumptuous backgrounds.





5 VISUALS

The animation's questionable, but there's plenty of explosive action in here.

8 SOUNDS

The best bit about *KI Gold*. You'll either love or hate (both with a passion) the soundtrack, but the voice samples are crystal clear.

5 MASTERY

Nice backgrounds do not a lip-smacking beat-em-up make, I fear.

5 LIFESPAN

Measured in weeks rather than months.

VERDICT

One for the committed *KI* fan, really. Nintendo really have to come up with a *Virtua Fighter 2* or *Tekken 2*-style offering to be taken seriously in this field.





IMPORT ARENA

From this page on, every game reviewed in **N64** is only available on Japanese and US import. We'll do more in future issues on any that're released in the UK.

STAR

Is it a game? Is it a film? No...

NINTENDO CO. LTD. presents a
a game by SHIGERU MIYAMOTO FOX McCLOUD PEPPY HARE SLIPPY
art director TAKAO SHIMIZU chief programmer KAZUA
directo TAKAO SHIMIZU producer SHIGERU MIYAMOTO





Fox McCloud is having a bad day.

His home, the Lylat star system, has been invaded by the evil genius and self-declared emperor, Andross.

His father's friend, Piguma, has defected to Andross's side.

And he's run out of clean socks.

Now it's pay-back time.

FOX 64

And yes! In fact, it's both. And we love it.

YAMAUCHI production
TOAD FALCO LAMBARDI "STARFOX 64" DR ANDROSS
KIMORITA music by KOJI KONDO
executive producer HIROSHI YAMAUCHI



Star Fox 64		
NINTENDO		
Out now	96M	1-4
September	~~Controller Pak back-up~~	On-cartridge back-up
¥7800 (Approx £40)		

GO! GO!



PEPPER

General Pepper is the Cornerian army's highest ranking officer, and your mission commander. He'll give you a briefing from Corneria before each mission. He sent Fox's father, James McCloud, on the fateful guerilla mission to the planet Vemon from which he never returned.



NUS-064

NUS-064 pilots the Great Fox, the mothership which accompanies you on all missions. From time to time he'll try to contact you over the radio. Hit the Right C button quick enough and he'll reveal that he's able to supply you with a power-up crate, which will then appear in your path and can be shot for a power-up. NUS is named, fact-fans, after the suffix Nintendo apply to all N64 peripheral model numbers. Yes.



LYLAT

Here's the Lylat star system. Beginning on Corneria, you must battle through several planets and sectors to take on Andross at the end. The twist is that there are many routes through the game. The default runs up the right-hand side of the map, and is easily completed. Achieve certain goals, however – shooting the right objects, for example, or rescuing one of your comrades – and you'll be able to jump across to the the other routes. You'll then need to keep achieving goals to remain there, though, or you'll slip back to the easier levels.

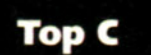
ARWING

You'll be flying an Arwing on most of the missions. It's been spruced up a bit since its debut in the SNES's *Starfox*. It's now textured in intricate detail, with wings that extend for close combat and retract for speed. And, if you look closely, you can even see Fox sitting in the cockpit. The Arwing also now performs some handy new moves, including an Immelman turn and a loop.

Z and R
Hold these while steering left or right to perform a tighter turn. Alternatively, double click them to do a laser-deflecting roll.

Analogue stick
Steers the Arwing in the usual fashion.

A
Fires your laser. Either press repeatedly for short bursts of fire, or hold down to build up a more powerful shot. Hold down A for long enough and a roving red gun-site will appear and lock on to any baddy it passes over. Release A at this point to launch a guided missile, which is more-or-less guaranteed to down its target as long as you keep it on the screen.



B
Launches a bomb.

Left C
Gives you a boost forwards – good for sneaking through rapidly closing gaps. And also, if you press Left C and pull back on the Analogue stick at the same time you'll do a loop, reappearing on the tail of any pursuing baddy.



Top C
Flips between two views – either external and internal on linear levels, or zoomed-in and zoomed out on 360° levels.



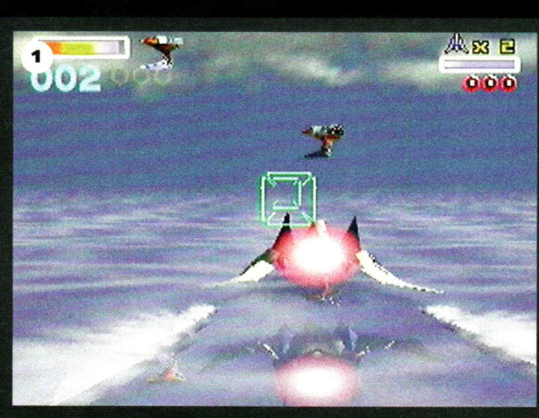
Bottom C
Does a Top-Gun-style slam-on-the-brakes-and-he'll-fly-right-by move. Can be used, in combination with Left C, for timing your approach to opening-and-closing bits. And on 360° levels, if you press it at the same time as pulling back on the stick it'll do a half-loop-and-roll, sending you back in the opposite direction.

Right C
Answers radio messages from NUS-064.

level 1 CORNERIA



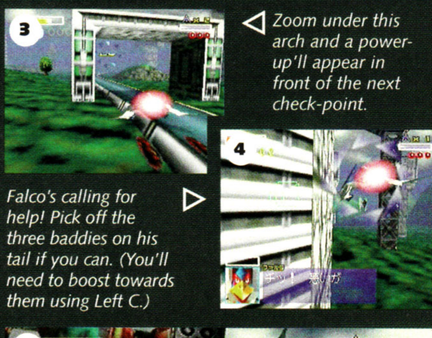
The only planet in the Lylat system to have so far escaped Andross's attentions, Corneria is now finally coming under attack from the evil empire. Ships are swarming in the skies above, and guns have already been installed in its cities.



Zoom in low over the sea, your wings trailing pleasingly in the water. Enemy ships swoop in immediately to attack.



Slippy's in trouble! Pick off the ship that's on his tail or you won't get a power meter for the boss later on.



Zoom under this arch and a power-up'll appear in front of the next check-point.

Falco's calling for help! Pick off the three baddies on his tail if you can. (You'll need to boost towards them using Left C.)



The boss walks around launching missiles at you and the rest of the Starfox team. Until you shoot his legs out, that is.

LANDMASTER

An all-new vehicle. The Landmaster tank is used for ground based missions, although its turret can be swung upwards to pick off ships in the air. It's equipped with a rocket underneath, which is handy for cushioning its descent from the Great Fox and can also be used in short bursts to jump over obstacles and leap up for power-ups and checkpoints.



Z and R
A double press of these will make the Landmaster roll swiftly to the side, which is great for dodging laser bolts and bombs. Pressing Z and R together will get the Landmaster to hop up into the air.

Analogue stick
Does all the steering, and raises and lowers the turret.

A
The Landmaster's gun works in the same way as the Arwing's, with power-uppable laser bolts and guided missiles.

B
Launches a bomb.

Left C
As with the Arwing, Left C boosts you forwards.

Bottom C
Slows you down.

Right C
Answers radio messages from NUS-064.



BLUE MARLIN

There's a third vehicle in *Starfox 64* which only comes into play when you reach Aqua, the water planet. The Blue Marlin will trundle along beneath the waves zapping aquatic hostiles with its lasers and launching flares from an unlimited supply at the particularly stubborn ones.



PICK UP



Gold Ring
Collect three of these and your power-bar will be extended, allowing you to take more damage. Collect three more after that for an extra life. (You'll also get an extra life for every 100 points you score.)

Silver Ring
These refill your power-bar a bit if you've been damaged.

Star
This is the equivalent of three or so silver rings, giving you loads of power.



Bomb
Once collected, these can be launched with the B button to do loads of damage. They explode spectacularly. Save them for bosses.



Power-Up Crate
NUS-064 will radio in from time to time and, if you press Right C to answer his call, will drop these crates. Shoot them to reveal power-ups.

Laser Upgrade
Your lasers can be boosted through several power stages using these.

Wing Repair
Get shot up a lot and your Arwing's wings will frazzle up one at a time, making it harder to handle. These things will put matters right.

REPAIR

level 2 METEO

With Corneria saved, General Pepper sends Fox and his team out to a nearby asteroid belt, from where reports are coming in of a build-up of enemy forces…



And – blimey – you're straight into the asteroid belt bit of The Empire Strikes Back (Starfox 64 borrows liberally from sci-fi films). Lumps of rock whistle past Fox's furry ears.



Waves of aliens start to attack. Pick off a whole group and you'll earn more points and possibly power-ups. "Don't forget you can press B to launch a bomb," suggests Peppy.



The asteroids you've seen so far were mere pebbles compared to these giants. They're moving, too, so you may need to use Left C to zoom through gaps.



The aliens get weirder and weirder. These ones streak across in front of you leaving dangerous white lines.

Towards the end, these blue spiky rings look interesting. It's quite tricky to fly through them all, though.

Reach the end and there's a massive spaceship waiting for you. Shoot all the yellow bits on its back and…



…rather than blowing up it turns to show you its front, and fires difficult-to-avoid pink hoops at you.

GO! GO!

STARFOX TEAM

Flying on each mission are Fox McCloud (who you control) and his three team-mates. They'll help you out by attacking baddies, but will go off from time to time to do their own thing, and may need helping out. If one of them takes too much damage he'll return to the Great Fox to repair, and will be absent from the next mission.

FOX McCLOUD
The Starfox team's leader, son of the legendary James McCloud, and the character you play throughout the game. He's determined to save Corneria, but is also out to avenge his father's death at the hands of the evil Andross.

PEPPY HARE
Peppy is the oldest and most experienced member of the team. He flew on the ill-fated guerilla mission to Venom with the traitor Piguma and Fox's father James McCloud, and escaped to bring back news of James's death. He'll be on hand throughout the game with sage advice.

SLIPPY TOAD
Slippy tends to be something of a liability, panicking easily and constantly getting into trouble. But he's worth saving, because if he's present on a mission he'll provide you with energy bars for the bosses so you can see how you're doing against them.

FALCO LAMBARDI
Try to help out Falco as much as possible, even though he's a bit bad-tempered, because after Fox he's the best pilot the Cornerians have got, and is invaluable when it comes to fighting the Starwolf team later on. Saving Falco on the first mission is the key to getting through to Sector X.

level 3 FORTUNA

Having repaired and re-armed, the Starfox team are dispatched to the planet of Fortuna, one step closer to Venom and Andross's base.



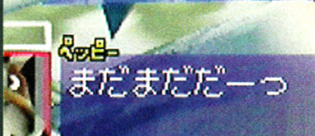


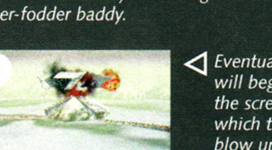
Whizzing down to the surface, they discover enemy ships wheeling about in the sky above a large building thing.

You'll find the 180° flip (Bottom C and down on the stick) handy for shaking off pursuers. Pretty soon you ought to be feeling on top of things.



A hectic dogfight ensues (you're in the full 360° mode for this level, so you can fly where you want), with laser bolts zip-zapping through the air and baddies spiralling to the ground in flames. The rest of the team will pester you for help.





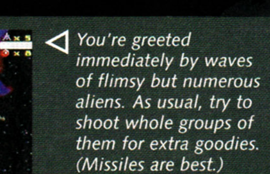
But then – oh no – four more ships streak into the fray. It's the evil Starwolf team, and they're much more skilled than your average laser-fodder baddy.



Eventually a countdown will begin in the corner of the screen, at the end of which the building will blow up, with Fox and pals narrowly escaping.

level 4 SECTOR X

It's time to head out into space again, and concentrate on the mysterious sector X – so called, we'll wager, because it's shaped like an 'X'.



You're greeted immediately by waves of flimsy but numerous aliens. As usual, try to shoot whole groups of them for extra goodies. (Missiles are best.)

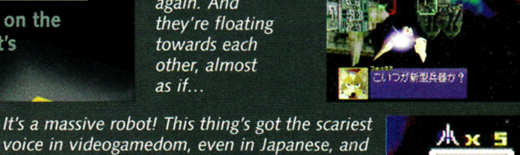
After you've done that for a bit, chunks of mangled metal start to float past. Our animal chums appear to have strayed into a giant space junkyard.



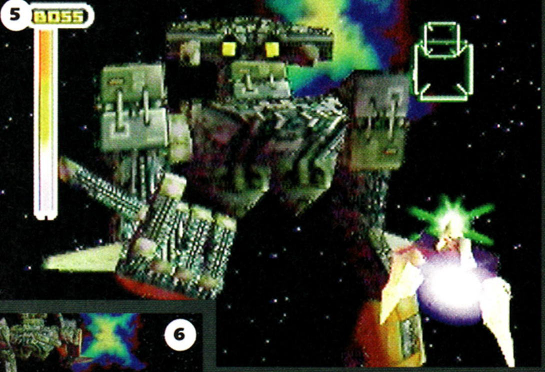
Some of the bits of rubbish are recognisable. That, for example, appears to be the discarded arm of a massive robot.

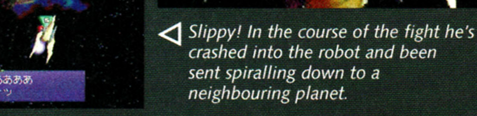


How odd. It's those arms again. And they're floating towards each other, almost as if…



It's a massive robot! This thing's got the scariest voice in videogamedom, even in Japanese, and beckons you to 'have a go'.





Slippy! In the course of the fight he's crashed into the robot and been sent spiralling down to a neighbouring planet.

level 5 TITANIA

Slippy must be rescued, then. The planet he's crashed on is desert-based, so Fox will have to wheel out the Landmaster tank, with Falco and Peppy supplying air support in their Arwings.



△ The Landmaster touches down and, as the dust clears and the Great Fox soars skywards, bits of ancient buildings start to tumble down all over the place.



△ Fox plunges down a valley. Lasers attempt to zap him from the hillside.



◁ In a final effort to stop you reaching the end, Andross's forces heave boulders down the hill at you.

It all goes quiet for a bit, and then three arms pop up. And one's holding Slippy! ▷

△ There are baddies everywhere, inevitably. These massive scorpion-type things want to be shot in their tummies.



◁ Here, a tunnel of ribs divides in two passages, one littered with deadly mines.

△ The Landmaster isn't the only tank in these parts, it turns out. And this valley ain't big enough for the seven of them.

▽ Shoot them for a bit and this huge space dragon pops up out of the sand. Shoot his claws to free Slippy, and then go for his evil heart.



ON THE MENU

You're unlikely to be able to understand much of the radio chatter if you're playing *Starfox 64* in Japanese (apart from the regular cries of "Foxy!!!!!" when you perish), but the menus shouldn't be a problem with a bit of experimentation. Here's how the front-end looks:

1. Story Mode (the 1-player game)
2. Training
3. Vs. (the multi-player game)
4. Ranking (high score table)
5. Options (sound adjustments)
6. Data clear (wipes your scores)



level 6 VOLUS

Victory is almost assured. But first there's the small matter of this enemy base, perched atop a rotating cube. It's another 360° dogfighting level, complicated by the fact that the ground's spinning beneath your wingtips.



△ Your objective would appear to be this building, protected by a forcefield.



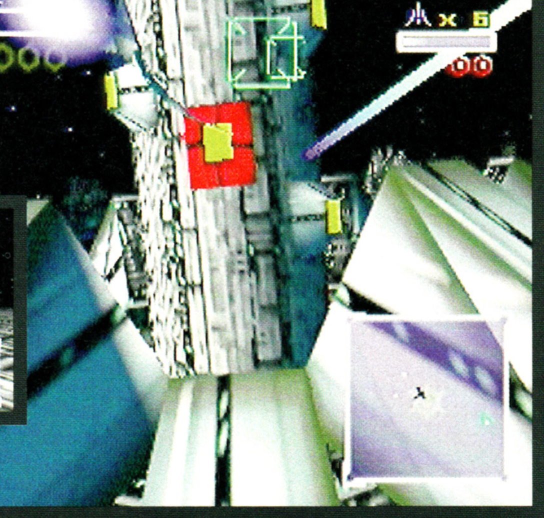
◁ With the dome deactivated, the base opens up…

…and dozens of fighters pour forth. ▷

And who's this? It's the traitorous Piguma. He's particularly tough, and keeps taunting Peppy, but he's worth going after for the sake of Fox's father. ▷



▽ Your primary objective, though, is the big gun tower in the middle. The yellow bits all need shooting out.

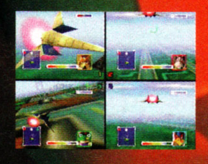


◁ So shoot out the towers from which the forcefield flows. You can either fly with the direction of rotation, making you something of a sitting target, or against it, whereupon towers and guns whizz by at terrifying speed.

GO! GO! ▷

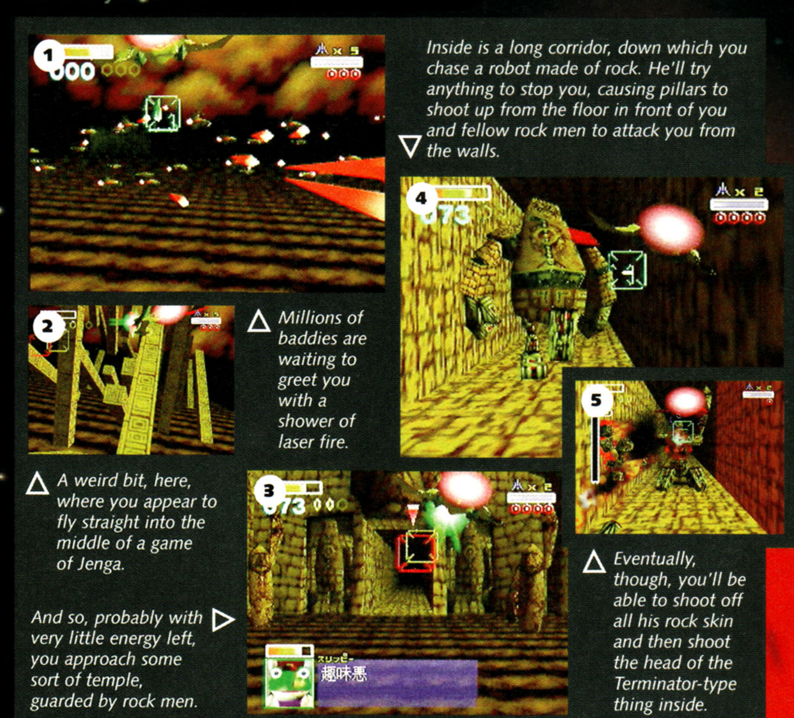
FEEL THE FORCE
So what's the Jolt Pak – or Rumble Pak as we must now call it – actually like? Pretty nifty actually. It comes with the Japanese *Starfox 64* package (making the ¥7,800 – or £40 – price all the more acceptable), takes two AAA batteries, and clicks into the bottom of your N64 controller. (This rules out using *Starfox 64* with a Controller Pak, but there's on-cart back-up to record your high-scores.) When you get hit or use the turbo-boost, the controller wobbles a bit. It's definitely a wobble rather than a vibration, but it does succeed in making you feel more involved with the game. The Rumble Pak is also used to good effect to add drama to the approach of bosses, and shakes vigorously when you blow one up. We support it whole-heartedly, especially as it's so cheap. (Extra ones cost ¥1,400, or about £7, in Japan.)

FUN FOR FOUR
Starfox 64's four-player split-screen mode only forms a tiny part of the game, but it is, nevertheless, excellent fun and comprises the N64's second four-player game. There's a choice of two playing areas – a planet surface one with buildings to avoid, and a space one – and two, three or four can play. Good players can be handicapped by having their energy bars reduced. The fun comes from exploring the limits of the Arwing's handling, pulling off loops and rolls to shake of pursuers and chasing after the power-ups dropped by defeated opponents. We've played it a bit, but it doesn't really have the potential of *Mario Kart 64's* battle game.



level 7 VENOM

And so to Andross's home planet. As you'd expect, it's fearsomely defended.



Inside is a long corridor, down which you chase a robot made of rock. He'll try anything to stop you, causing pillars to shoot up from the floor in front of you and fellow rock men to attack you from the walls.

Millions of baddies are waiting to greet you with a shower of laser fire.

A weird bit, here, where you appear to fly straight into the middle of a game of Jenga.

And so, probably with very little energy left, you approach some sort of temple, guarded by rock men.

Eventually, though, you'll be able to shoot off all his rock skin and then shoot the head of the Terminator-type thing inside.

It's almost as if Nintendo's wily designers have created *Starfox 64* specifically as a secret super-weapon to win the carts versus CDs war once and for all. CDs, after all, were meant to herald the arrival of the 'interactive movie', with their Megabytes of pre-rendered video footage. But interactive movies turned out to be rubbish, and pre-rendered video tends to be more annoying than evocative. *Starfox 64*, on the other hand, is more cinematic than any game I've ever played before – CD-based or otherwise – and there isn't a single pre-rendered pixel in it.

Now, I've pondered over why this might be, as I've sat there gripping onto my vibrating Controller, courageously battling for Fox's life against the unstoppable tide of Andross's military might. And I've come up with five reasons why *Starfox 64* is such a perfect blend of cinema and game. And I'm going to reveal them to you now, ready or not.

1 The storyline unfolds as you play. Normally, a game's plot is confined to a tatty bit of paper stuffed into the box. It makes up a name for the aliens, and a reason for you having to kill them, and then that's it – the game starts, and you never hear from the plot again. In *Starfox 64*, however, you're given a bit of information to set the scene (like at the beginning of Star Wars), and then the real story-telling happens as you play, between – and, even better, during – levels. Slippy crash-lands on a planet and needs rescuing. The Starwolf team turn up. Cat launches herself into the fray. Falco finds a secret passage. There's always stuff happening, beyond you just shooting things.

2 The link sequences blend in seamlessly. Anyone who reckoned carts meant an end to scene-setting intro sequences will now have to turn crimson with shame and embarrassment. Forget the rubbish static drawings of *Shadows of the Empire*. *Starfox 64* is packed with beautifully choreographed sequences of ships launching and battling each other, robots stomping about, pilots chatting to each other and enemy bases blowing up. And they're all generated in real-time, using the same characters and ships you see when you're playing the game. And, furthermore, the view blends seemlessly from you being in control and playing to the computer taking over, swinging the camera around, zooming in to show Fox sitting in the cockpit, and then tracking his ship as it accelerates into the distance. No black screens and jarring switches from in-game graphics to pre-rendered footage here.

3 The sound and music are pure cinema. So far, sound has probably been the weakest area of Nintendo 64 games. It's not that the machine lacks the necessary hardware – those Silicon Graphics chips are capable of just about anything. It's more a case, we suspect, that game musicians have been spoiled by being able to perform their soundtracks in the studio on synthesizers and record them onto CD, and have lost the knack of programming sound chips directly. Witness the miserable attempt to get *Shadows of the Empire* to play all those Star Wars tunes.

Starfox 64, however, goes back to video game basics, using the N64's sound chip as its instrument and using it to generate hours of superb, atmospheric music that changes depending on what's happening on-screen. There's a rousing *Starfox* theme tune on the title screen, with lots of John-Williams-style tinkly bits in the background, and then a different tune for each level, including an incredibly dramatic one for Zone S that's only interrupted for Cat's theme when she appears. Bass 'oomph' is a bit lacking, maybe, but low noises are adequately catered for by the sound effects.

Which are, incidentally, brilliant, combining with the Rumble Pak to make you feel entirely a part of a huge space battle. And to cap it all, the characters all speak (albeit in Japanese), replacing the gobbledegook of the SNES's *Starfox* with actual, comprehensive voices – even during General Pepper's lengthy mission briefings. They're all recognisable, too, from Slippy's panic-stricken babbling to Andross's evil taunts at the end. How they've fitted it all into the cart is beyond us.

4 Bits of it are nicked from films. The swooping formations of spaceships are all from Star Wars, as are bits of the music and the ending. The battle beneath the flying saucer is from

Final Boss ANDROSS

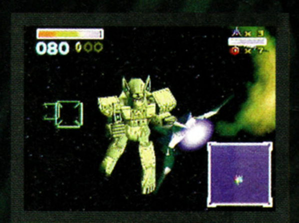
Given that *Starfox 64* has been so brilliant all the way through, it's only fitting that the final confrontation with Andross is just about the most spectacular scene in video gaming history. It'd be a shame to ruin it for you, so suffice to say that he's absolutely massive, attacks you in numerous ways and reacts differently depending on where you shoot him. And there's a nasty surprise lurking inside…



EXTRA LEVELS

After you've completed the game on the standard path, it's time to try an alternative route. All these levels are as big as the seven easy ones.

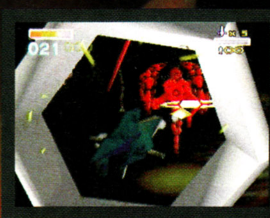
SECTOR Y
Reached by: *Saving Falco, going through all the arches over the water, and then following Falco through the waterfall.*
Gundam fans will be happy with the level of robotic action here.



SOL
Reached by: *Destroying the huge flying saucer on Katarina, or defeating the Starwolf team on Fortuna.*
A spectacular crimson lava world with birds and rocks to shoot.



AQUA
Reached by: *Scoring at least 100 points on Sector Y.*
It's here that you get to put the Blue Marlin through its paces in a sedate-and-at-the-same-time-action-packed underwater level.



SECTOR Z
Reached by: *Shooting all the beacons on Sector Z (which is extremely tricky).*
The Great Fox finds itself under attack! Enemy ships circle it like vultures, and missiles close in.



KATARINA
Reached by: *Completing Sector Y, or going through all the blue rings at the end of Meteo.*
A homage to the final scene of Independence Day, with the most amazing 3D dogfight session.



MAKU BASE
Reached by: *Completing Sol.*
It's time to retake the controls of the Landmaster tank as you race along beside a railway track dodging rocks that are tipped from the train beside you.



ZONE 5
Reached by: *Beating the oyster boss at the end of Aqua.*
Skimming across the waves, you must dispatch flying baddies and avoid a massive sea serpent. This is where you get to meet Cat.



AREA 6
Reached by: *Completing Sector Z, or activating all the flag-shaped switches on Maku Base.*
An alternative to Volus, sending you hurtling through space shooting huge battle cruisers.



Independence Day. The combat manoeuvres are from Top Gun. And the underwater searchlights are from The Abyss. So it can't help but feel like a film.

5 **YOU decide the outcome.** The original *Starfox* had a choice of routes through to the end, but they were selected in the crudest possible way. In *Starfox 64* it's what you do during the game that affects which levels you visit. Following a bit of advice from Falco on Level 1 leads you to Sector Y rather than the asteroid belt, for example, while going through all the rings at the end of Meteo will take you through hyperspace to Katarina rather than straight on to Fortuna. And you're constantly being presented with other choices, too – whether, for example, to answer a call for help from Peppy or concentrate on racking up points.

So *Starfox 64* is like a combination of all the best sci-fi films, but with you as the hero. Which is great. What's even better is that it's incredibly good fun to play.

The feel of the Arwing is wonderful, swooping about under the control of the analogue stick, looping, Top-Gun-style, to shake off baddies and zooming down through arches. The guns work perfectly, with rockets and homing missiles if you're prepared to hold down the button for them. Bombs explode spectacularly, and there're bonus points for picking off groups of baddies. Dogfights, particularly, are amazing – much better than you'll find in even the most sophisticated PC flight sim – with ships chasing each other around the sky and the Starwolf team putting up a tremendously devious fight.

The graphics are stunning throughout. Every level is completely different, with its own portfolio of scenery and baddies, ranging from the red-and-orange lava level, with its undulating sea of fire, to the chill of outer space, swarming with baddies. You're delugued with special effects at all times, from blinding laser bolts to clouds of smoke. And even when the screen fills up with getting on for a hundred ships during the most hectic dogfights the frame-rate remains impeccably smooth. Only an N64 could do this.

Is 'linearity' a problem? Tish. The original *Starfox* attracted criticism from some quarters for leading you through a set path on each level, and not allowing you veer off to the sides, or double back. Maybe people were comparing it with flight sims, or *Elite*, or something, where you can fly anywhere, but *Starfox* was never meant to be that kind of game. It's a shoot-'em-up. You shoot things in it. You wouldn't accuse *Gradius* of being 'too linear', or *Axelay*, or *Super Aleste*, would you? And so it is with *Starfox 64*. (Although the 360° dogfight levels are a welcome addition.)

Is it easy to complete, as has tended to be the case with N64 games so far? Well, yes and, at the same time, no. Even the most hopeless gaming case will be able to see the end sequence on their first evening's play. But if you've played the game through along the most direct route, you'll only actually have seen about a third of it. You're really going to have to work to get to the tougher levels, and if you play through to the end along the hardest route you'll effectively be playing a completely different game, with a different ending and everything. And levels can change depending on where you reach them from, with, for example, Cat helping you on Maku Base if you've picked her up on Zone 5, and Venom being defended by a leaner, meaner Starwolf team if you reach it via Area 6. This is no *Blast Corps*, all over in a couple of days bar the gold medals. Although, there are gold medals too, which will take hours of sharp shooting to secure.

And even when you've been everywhere and seen everything, which has taken us about two weeks (and we haven't even tackled the Expert mode yet), *Starfox 64* is such good fun to play that you're unlikely ever to tire of it. Level 1, for example, which you have to play through whichever route you later take, never becomes a chore, even when you're good enough to shoot down every single baddy.

Starfox 64 is everything you could possibly hope for from an N64 game. It's action-packed. It's technically eye-boggling. It works on a number of levels, being easy enough to be fun but with taxing bits if you search for them. It's got exciting music. It's unpredictable. It's imaginative. It's got massive explosions. It builds up steadily to a spectacular ending. It's got everything, in other words, that you'd look for in a good movie – but in a game. It's brilliant.

JONATHAN

EXPERT MODE!
Once you've completed every level of *Starfox 64*, what's next? Expert mode. To reach it you'll need to gain a gold medal on every level by scoring a certain number of points – for example, 150 on Corneria. This is incredibly hard, and involves using powered-up homing shots to pick off whole groups of baddies at a time, and using the brakes frequently to knock out ones that reckon they've slipped past. We're still battling for medals, lured on by the promise of a four-player mode with all the characters running around on foot.





ACCESSIBILITY
English speakers will miss out on lots of vital clues with this Japanese version, but that kind of makes it more fun.

9 VISUALS
A breath-taking blend of explosions, special effects and animals.

9 SOUNDS
Film-style music, thunderous effects and endless speech.

9 MASTERY
Takes the N64 to new limits in every area.

9 LIFESPAN
Difficult to see all of it, and thoroughly replayable.

VERDICT
A showcase of the N64's powers, and probably the world's best shoot-'em-up to boot.



Brave new game or disco dancing dad? Can the oldest game in the world (probably) cut it on Nintendo's newest machine?

DOOM

DOOM 64		
GT INTERACTIVE		
Out now	64M	1
September	Controller Pak back-up	cartridge back-up
$80 (Approx £50)		

PENTAGRAMS
Pentagrams (five pointed stars drawn from one, continuous line) have always littered *Doom* and are supposed to re-enforce the game's hellish setting. However, the categorisation of the inverted (one-point-down) pentagram as evil originates in the 19th century writings of Eliphas Levi – most notably the works "The History of Magic" and "Doctrine and Ritual of Transcendental Magic." Levi (actually the pen name of Alphonse Louis Constant, a French Catholic deacon) was one of a number of writers who constituted a reaction against 18th century rationalism. His works have had a lasting effect on magical traditions, and were instrumental in the development of the Tarot as a serious tool of Hermetic magic. So now you know.



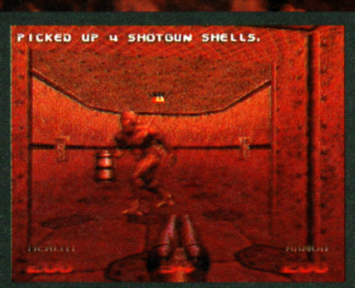
△ *In the normal way, this is not want you want to be seeing.*

64

Doom? Old game. On N64? Noooooo. New stuff. Want now. Old stuff. A. Very. bAD. THING! *Mortal Kombat Trilogy*. *NBA Hangtime*. Midway games. Old things. Naughty. Bad.

Dysfunctional sentences aside, can the arrival of *Doom* on the N64 really be a good thing? Sure, it's been a good game in the past (it first appeared on the PC way back in early 1994, history fans) but the PlayStation and Saturn versions were beginning to look decidedly dated a year ago (despite their chart-storming sales). The N64 has higher standards for presentation and originality. Nintendo gamers want more for their £60 cart than another quick trip around a very familiar path. Let's be honest here, *Doom 64*'s got its work cut out to be anything more than just another Midway also-ran.

However, those of you who saw **N64**'s issue 2 Future Look at *Doom 64* might have been pleasantly surprised – we certainly were. Midway (with the help of *Doom's* original creators, id) have taken the most venerable of games and done something pretty special with it. You're understandably sceptical, but it's true. Take a look at this…







TAKE CONTROL

If you start a game without adjusting the standard layout of the controls, *Doom 64* becomes the first game to throw up problems with the N64's revolutionary controller. If you use Analogue for movement (by far the most satisfying way of doing things), you can't reach L, the left strafe button – a serious problem, especially in the final sections of the game.

If you use the D-Pad to move, you can of course reach the vital L. However, the problem now is that you can't get to the trigger button to fire, and you'll also have an extra command, Run, to deal with.

Fortunately, Midway were clever enough to include a control reconfiguration option. Here, you can make any button do anything. If you want to complete the game, though, you might want to try one of N64's tried-and-tested control layouts. The only way you won't need to fiddle with the control set up is if you've got a Superpad Plus from Spectra Video – with its Analogue stick close to the shoulder button, the default controls work perfectly.



Analogue Solution

Analogue Movement
Z Left Strafe
R Right Strafe
A Fire
B Next weapon
Left C Previous weapon
Top C Map
Right C Action



D-Pad Solution



Analogue Movement
L Left Strafe
R Right Strafe
A Fire
B Next weapon
Left C Previous weapon
Top C Map
Right C Action
Bottom C Run

GO! GO!



MONSTROSITY
It's *Doom*! All (well most) of your old favourites are back to haunt you, albeit in new million-coloured and pre-rendered form.

Unfortunately, the animation applied to your deadly foes is the same as in the original *Doom* – a limited number of sprites are generated and displayed one after another to give the illusion of movement. Although this is a tried-and-tested formula, its realism is dependent on the number of sprites available, and despite this being the same for *Doom 64* as for all the other *Dooms*, the jerky animation it gives seems to grate more against the lushness of the 64-bit backgrounds.

Anyway, the cast in the happy holiday adventure that is *Doom 64* look like this:



Name: Zombie
Fires: Handgun rounds
Hard? Nope. Two bullets only for a kill.
Pick up value: Five bullets
Occurrence: Frequent



Name: Shotgun Zombie
Fires: Er, shotgun rounds
Hard? Nope. Two bullets only for a kill.
Pick up value: Shotgun and a couple of shells
Occurrence: Frequent



Name: Imp
Fires: Slow red fireballs
Hard? Five bullets or a shotgun round.
Pick up value: None
Occurrence: Frequent
Hang around in gangs.

THE PATH TO HELL

...is paved with good intentions. Or something. Anyway, the best way to give you an idea of what *Doom 64's* all about is to walk through a level. Let's take this one for example...



△ **1** *Start. On arrival you should find some health and few paltry shotgun rounds. If you arrived with depleted resources from the previous level, these should at least give you a fighting chance. Sort of.*

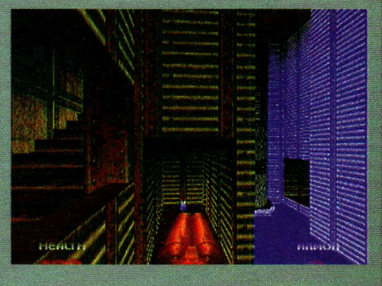
◁ **2** *Ah, the level's first trap. You'll fall down here as you walk over a hidden trip switch and have to shoot a Shotgun Zombie on either side of you. Two staircases let you back up to the corridor.*



△ **3** *Take out these Nightmare Imps and flick the concealed switch to open the door behind you.*



△ **4** *Shoot your way around the windy corridor to this switch. Activate it to open up the transporter.*



△ **5** *Take the transporter to here and run to collect the blue key straight ahead. Now transport back.*

WHYOHWHYOHWHY *OH WHY*?

You might have some nagging reservations about *Doom 64*. Let's address them one by one, shall we...?

***Doom's* the oldest, most cliched game in the world. Why would I want to go anywhere near it?**
Doom's only survived as long as it has because it's such a good game. It didn't invent the first-person perspective game, it only seems like that because it was so good.

I've played every version of *Doom* in the world, I'll have seen most of *Doom 64* before, won't I?
All the levels in the game have been designed exclusively for Nintendo's console – you'll not have played any of these dungeons ever before. Also, all the textures in the game are completely new, as are the added lighting effects and, well, everything, really – it's almost completely unrecognisable.

Surely most of the fun to be had from *Doom* was via its multi-player facility? You can't do that on the 64 version, can you?
Nope, it's a resolutely single player game. (How many people really organised two consoles, two TVs, two copies of the game and a link-up cable to play the PlayStation version? Not many, we'll wager.) The levels in *Doom 64* have been designed with single player gaming in mind, making them about the most challenging you'll ever play.

You can't look up or down with your character like you can in *Turok* or *Quake*. That's a bit old fashioned, isn't it?
True enough, but the levels are designed so that you don't have to look up or down and you don't really miss not being able to. Also, the Analogue stick adds a lot to the game, really improving the feeling of movement. N64 *Quake* is ages away as well.



6 Use the blue key to open this big room. Shoot everything that you see and then flick the switch in the corner.

7 Eventually this chap will appear. Kill him and the room with the red key will open up.

8 Picking up the key releases this in your face. Be careful using missiles in cramped spaces, mind – it'll hurt.

9 Use the switch by the transported to activate this lift, then use the transporter and hearty run to reach it.

10 Trouble when you arrive! Fighting's difficult here, because there's not a lot of room to move in. Chain gun's best!

11 Pick up this Supercharge (adds 100% to you health up to a maximum of 200%) and a big baddie jumps you...

12 You have to do it though, otherwise you won't be able to pick up the third and final key to get into the last room (and the big confrontation).

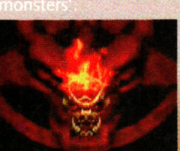
13 Initially, this looks easy enough – just a gang of Nightmare Imps to deal with. Kill them all, though, and...

14 ... eight Barons of Hell appear from nowhere and start bombarding you with fireballs. Hell on legs!

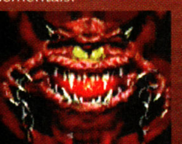
15 Kill them all and, at last, your exit opens up for you. On to the next level now!



Name: Demon
Fires: It doesn't, it bites.
Hard? Two shotgun rounds.
Pick up value: Nothing. Grunts amusingly on death.
Occurrence: Most frequent of the 'monsters'.



Name: Lost Soul
Fires: Charging bite
Hard? Two shotgun rounds
Pick up value: None
Occurrence: Fairly frequent. Can be 'fired' by Pain Elementals.



Name: Cacodemon
Fires: Fast red laser bolts
Hard? Four shotgun rounds
Pick up value: None
Occurrence: Fairly frequent. Often appear in pairs.



Name: Hell Knight
Fires: Green laser bolts, medium fast
Hard? 10 or more shotgun rounds. Three missiles.
Pick up value: None
Occurrence: Most frequent of the 'hard' gang.



Name: Baron of Hell
Fires: Red laser bolts, medium fast
Hard? Very. 14 or more shotgun rounds, five missiles.
Pick up value: Often guard a good pick-up.
Occurrence: Rarer than its Hell Knight brother.

GO! GO!





Name: Pain Elemental
Fires: Lost Souls (see above)
Hard? Fairly. Aim at the body or you'll just waste time shooting the Lost Souls.
Pick up value: None, but usually guard a good pick-up.
Occurrence: Only later in the game. A real problem in pairs.



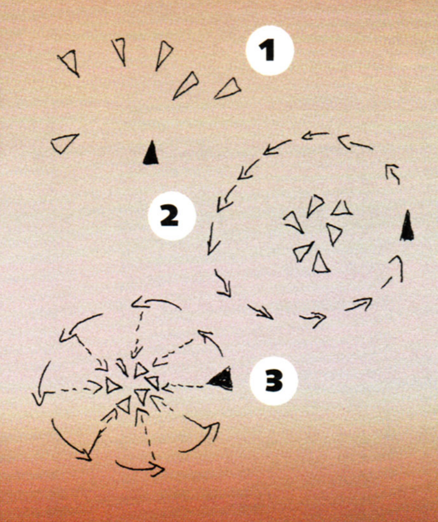
Name: Mancubus
Fires: Multiple rockets from two launchers
Hard? Softer than the Hell Knight, but more dangerous.
Pick up value: None. Often used to guard larger pick-ups.
Occurrence: You wait ages for one Mancubus, then three turn up at once.



Name: Arachnotron
Fires: Dual beam of high speed lasers
Hard? Fairly. Three or four missiles should sort it, though.
Pick up value: None
Occurrence: Only in the later levels, and then not often.



Name: Cyber Demon
Fires: Super-destructive homing missiles
Hard? Very. A direct hit from one of its missiles will finish you off. Even with armour.
Pick up value: None
Occurrence: Five BFG shots or loads and loads of missiles.



CIRCLE STRAFING

If there's one essential tactic in *Doom*, it's the strafe – the sidestep that allows you to avoid incoming fire while remaining facing at the enemy. However, there is an advanced way to use this command which quickly becomes essential in the later levels of *Doom 64*. Called the Circle Strafe, it's the best tactic to use when a number of super-tough enemies are attacking in a reasonably open-plan area. With the aid of **N64**'s super hi-tech diagram service, here's how to do it.

Doom's baddies aren't the brightest, bless 'em, and they'll always tend to shamble towards you whatever you're up to (Diagram 1). Fortunately, you can run a lot faster than your foe, and if you circle them a couple of times at high speed they'll constantly have to change their direction of shamble. The net result is that your pesky legion of the undead are soon herded into a compact central group (Diagram 2).

Now comes the clever bit. Turn towards the freshly-formed pack and start firing with the most powerful weapon you've got. At the same time hold down left or right strafe and use your direction controls to keep you pointed inwards at your enemy (this is easiest with the Analogue). You should now be moving around the pack in a circular fashion, firing constantly – Circle Strafing (Diagram 3).

The advantages of this tactic are fourfold: firstly, your enemies can never get close enough to you to pose a significant threat. Secondly, with enemies in a bunch, you stand a much higher chance of hitting home with your shots. Thirdly, you're not exposed to incoming fire (as your enemies are always firing at the space you've just left). Finally, there's a high chance that the undead will hit each other with their own shots, making your task considerably easier.

FUNBOY THREE

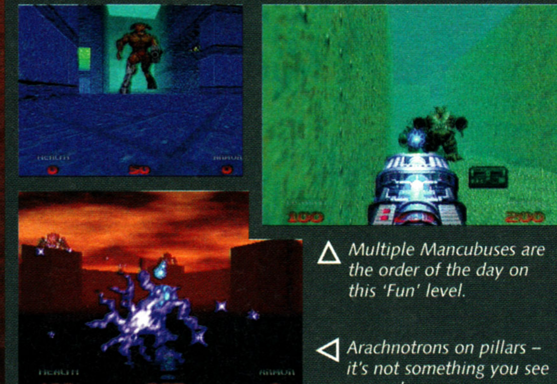


Up until level 24 things progress fairly much as you'd expect, levelwise: finish off level x and move onto level x+1. However, once you've polished off Level 24, something strange happens – you warp bizarrely to the 'final' level, number 28.

In the main arena here (while you fight off the multiple appearances of every single monster in the game) you'll notice three strange switches, each in a different lurid neon colour. Now, you won't be able to operate any of these without at least one of three special keys, and you won't have one of these special keys unless you've looked extremely hard in all of the preceding levels..

So, you replay some levels and eventually find these super-hidden keys. You make your way to level 28 again, avoid the incoming fire, quickly operate the appropriate switch and – lo – you're welcomed quietly to one of the three 'fun' levels, 25, 26 or 27.

And what fun these three are. Consisting basically of three small arenas, they're your chance to take on multiple appearances of the game's toughest enemies – Mancubuses, Arachnotrons, Hell Knights and the really rather scary Cyber Demon – in apparently unlimited numbers. There's not even much health, ammo or armour to help you. Complete all three and the final level and an extra special super-final level is yours.



Multiple Mancubuses are the order of the day on this 'Fun' level.

Arachnotrons on pillars – it's not something you see every day.

THIS IS THE END

Fight your way to the end of Level 28 and you're faced with the biggest demon of them all. It's big, it's ineffably hard, it looks like a giant floating – let's be polite – brown slug, it is the mother of all demons, and you should be scared of it.

Dealing with its missile and laser attacks consists largely of pegging it around the place at very high speed. Circle Strafing works for a bit, but the mummy demon's incoming fire moves so fast and 'homes', so a sidestep might not be quick enough to dodge it. Of course, when you're shooting around the place at height speed, pumping your foe full of lead proves tricky – especially as you'll have already used all of your more powerful ammo fighting in your previous encounter. Good luck!





◁ There's no holding back on the gore and no ugly pixelation to ruin it either.

△ That would have hurt a lot if I hadn't been cheating. Well, it's tough getting grabs, y'know.

It's not a very good idea to get hit by a Mancubus missile. Not a very good idea at all ▷

CREATURE FEATURE

In *Doom 64*, one cheat covers all. When entered at the password screen, this code allows you access to the Features menu (situated as an addition to the Pause menu). It consists of a level skip, invincibility, health boost (restores health to 100%), all weapons and an option to map everything on the level (including the secret things).

Of course, the Features Menu completely and utterly ruins the game, destroys your fun and wastes all that money you've just spent on your cart. You don't want to know how to do it now, do you? Good.

D*oom 64* could have been a disaster. A bit of ported PlayStation code, a lucky dip of levels from *Doom, Doom II* and *Final Doom*, a bit of lack-lustre 64-bit polishing, and disappointed N64 owners would have been spitting tacks once again. Let's face it, Midway have hardly built themselves a shining reputation on the N64 so far, and it wouldn't have been that much of surprise to see *Doom 64* go the way of *Mortal Kombat Trilogy*.

But it hasn't – *Doom 64* is very accomplished game, and one you can consider with confidence for your cart collection.

First, and most importantly, you see, all the levels in *Doom 64* are new. What's more, rather than the wide open spaces of those designed with multi-player action in mind, the N64's levels have a dark, claustrophobic feeling (accentuated by some genuinely scary music, it must be said) and a linear construction that's designed to make them as difficult as possible for the single player. In fact, even with the difficulty set to the default value, experienced *Doom* players will experience significant problems from about level 10 onwards. *Doom 64* might have cut the roster of baddies available but it certainly likes to pack in the ones it has in numbers.

Part of Doom's appeal has always been its ability to generate a dark, suspenseful atmosphere. Here, again, *Doom 64* doesn't fail to deliver the same adrenaline buzz that helped make the game such a world-wide hit the first time around. When you're staggering around mid-level, low on health and with only a few shotgun rounds left, the sound of an approaching Cacodemon is enough to send you into a sweating, joypad-thrashing panic. As for opening a door and finding your face unexpectedly full of aggressive hell's spawn, you'll soon learn to blast away at the most harmless-looking of cupboards 'just to be sure'.

BIG ONES

And with 29 levels (that we've found so far), Midway seem to have had no problem packing a game into 64 Megabits. The prophets of doom (sorry) who predicted that only Nintendo would be able to make decent games fit onto carts have been proved wrong. If Midway can stuff in a complete *Doom* game, all-new textures, rendered sprites and a full score of conceptual music, it can only bode well for the future and for anyone else eager to develop for the 64.

Another plus point is the effortless way the change has been made from digital to analogue control. Although you can use the N64's D-Pad, it'd be a pretty perverse thing to do. Moving around levels is a joy with the Analogue stick, and helps to make the game feel significantly different to the stop-go stumbling of the original versions. Also, when it comes to precision running and jumping (of which there is, thankfully, less than *Turok*), the Analogue makes things deliciously precise. Run with full stick forward and land with stick held slightly back. When computer games get their controls *exactly* right, there's no better feeling – and *Doom* definitely has it.

One area in which the game does disappoint is in the animation of its monsters. All *Dooms* betray their age here – the distinctively jerky sprite work was cutting edge back in 1994, but three years later it looks distinctly sub-standard. Although *Doom 64* boasts a complete re-working of all the monsters, presenting them in pre-rendered, *Mario Kart*-esque, million-coloured beauty, when it comes to making them move, it's still only the bare minimum of sprites that's been used. The results are far from convincing and a million miles from the terrifying attacks of *Turok's* assorted prehistoric bestiary.

And, as good as *Doom 64* is – its game structure, superlative atmosphere and smooth control – there's no way you could call it an alternative to *Turok*. Its limitations as a game (the inability to look up or down, or jump properly are the main problems) mean that however good the N64's version turned out, it was never going to challenge the mastery of Acclaim's game. The comparison really is that between a vintage sportscar and its modern descendent. The original remains a desirable classic, but can't ever really compete in terms of performance with its modern alternative.

So, the final verdict. *Doom 64* is as good as we could have hoped – and maybe, with the inclusion of the secret levels, just a little better. If the game had been available on launch, it would have probably earned itself an **N64** Star Game award but, with *Turok* already superseding it in terms of complexity and technical achievement, it can only lay claim to be the N64's second-best 1st person shooter.

JAMES

8 VISUALS

Smooth, highly detailed, and dankly atmospheric. Fantastic up until the monsters move.

8 SOUNDS

Scary music, but the effects lack the background detail of *Turok*. Monster noises still disturbing, though.

6 MASTERY

In some aspects it's up there with *Turok*, but the weapon effects and sprite animation let it down. It's a very old game as well.

8 LIFESPAN

Ramp up the difficulty and this will keep you happy for ages. The 'fun' levels are a welcome addition, as is the increased emphasis on puzzles.

VERDICT

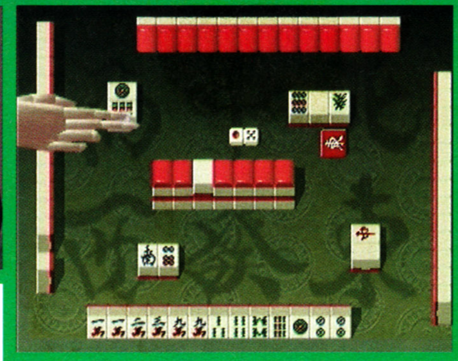
As good a conversion as we could have hoped for. *Doom* as a concept has been bettered by *Turok*, but *Doom 64* takes an admirable second place.

80%

TO BE CONTINUED... We'll do a huge review and guide for *Doom's* Pal release in September.









△ If only we'd examined our UCCA forms more closely, we too could have studied here.

◁ A three-bamboo and we're laughing.

What we'd give for a seven wan right now...

MAH JONG 64



ACCESSIBILITY

Zero. Zip. Ooh no.



6 VISUALS

Legible tiles, but nothing else much.

7 SOUNDS

Children's TV music, and soft clicks.

2 MASTERY

Er, no.

5 LIFESPAN

Missing it already.

VERDICT

Further your Mah Jong education, but watch out for the bony hands.



65%

Let's begin with a test: Does the chrysanthemum correspond to the woodcutter, or to the farmer? Answer at the end.

Yes, Wil's busy laying out my *Starfox* review, so he's allowed me to have a crack at *Mah Jong 64*. And under his wise guidance I've successfully entered the University of Mah Jong, around which Koei have built their rival to Konami's *Mah Jong Master* (69% in **N64** issue 1), and taken up the 144 sacred tiles.

The 'university' idea is what really makes *Mah Jong 64*, in fact. Unlike Konami's game, which is aimed at the more seasoned Mah Jong player, Koei provide you with all the facilities of an imaginary school of Mah Jong learning, including a library which, if taken full advantage of, should ensure you never improperly declare chow, pung or kong.

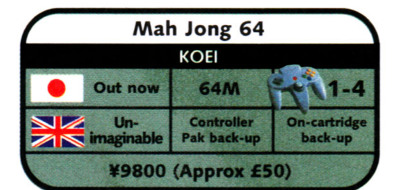
But once you've picked your three opponents from the twelve available, noted your wind and settled down to the first of the 16 hands, Koei's effort is just a little less friendly than Konami's. Where Konami highlight pairs and triplets, ensuring you don't embarrassingly overlook a potential kong, Koei leave it to you to match up tiles. Definitely a more authentic approach – Konami's 'assistance' would surely be branded cheating at any reputable school of Mah Jong.

But in terms of presentation, *Mah Jong 64* lacks *Mah Jong Master's* distinctively chunky Konami look. There are some nice cherry blossoms in the university grounds, but the tables are a rather insipid shade of green. Instead of friendly faces during the game, you're subjected to the creepy sight of a 3D animated skeletal hand moving tiles about. And you don't get the Mah Jong Groove Network, either.

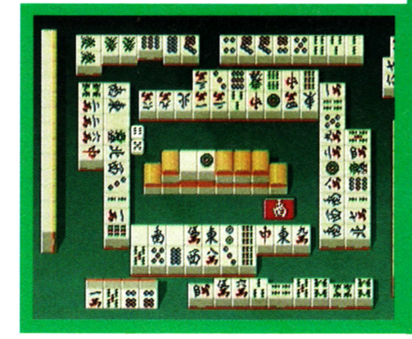
So, on balance, while there's a great deal to be said for Koei's interpretation, it's Konami's that we prefer to play.

Oh, and the chrysanthemum corresponds, of course, to the farmer. And – yes – to the west wind.

JONATHAN



Mah Jong 64		
KOEI		
Out now	64M	1-4
Un-imaginable	Controller Pak back-up	On-cartridge back-up
¥9800 (Approx £50)		





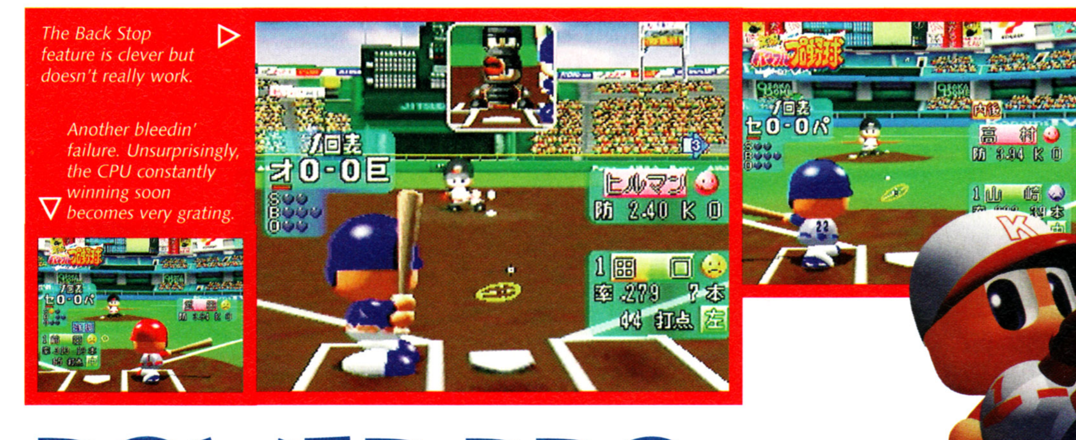
△ The chap with the moustache is happy because he's just won a hand, despite having a moustache.

◁ Listen carefully and you can hear the sound of sparrows clattering, and flax blowing in the wind. Now, if someone'll just lay down a six-balls.

WE HAVE A WINNER!

Our Ultimate **N64** Evening In competition in issue 1 attracted more entries than any other competition any of us have ever been involved with. Tim's going to count them up and reveal the exact number next month, along with the answers, but in the meantime it seemed unfair to keep you all in suspense. And we had this corner of a page that needed filling up. So our winner is...

Lee Riley from Blackburn.
Well done, Lee. You'll be receiving an N64, a massive telly, four special **N64** chairs and a load of crisps and drinks very shortly. And, well, condolences to everyone else. Do enter this month's brilliant Import **N64** compo, though.



The Back Stop feature is clever but doesn't really work.

Another bleedin' failure. Unsurprisingly, the CPU constantly winning soon becomes very grating.

POWER PRO BASEBALL 4

"Hang on for *Power Pro Baseball 4*," we suggested in N64 issue 1. Oh dear...

Power Pro Baseball 4		
KONAMI		
Out now	64M	1-2
Unlikely	Controller Pak back-up	On-cartridge back-up
¥9800 (Approx £50)		



ACCESSIBILITY

Just tap A all the time and you'll reach the game. Otherwise impossible.



Americans, eh? Tsch. Come in, steal all our sports and call them... (Fired! – Ed).

Looking at Konami's *ISS64* this month, you'd imagine Konami could do no wrong with N64 sports games. You might also imagine that, with only the entertaining-but-flawed *Pro King Baseball* to worry about, they'd have the world of N64 baseball wrapped up.

And *Power Pro Baseball 4* (the '4' coming courtesy of a string of SNES-based predecessors) has a slicker, more detailed feel to it than Imagineer's offering, with smiley-face-laden tactical set-ups recalling the maze-like intricacy of Konami's football games. In-game there are also pleasant additions. You can have up to three cut-away squares at the top of the screen at any one time, giving a handy view of your first and third bases and the back stop – whose hands, incidentally, move in the relevant direction every time someone pitches at you, giving you a clue to the flight of the ball.

But, alas, much remains disappointingly similar. *Power Pro's* controls are exactly the same as *Pro Baseball's*, so much confusing, unplanned scuttling between bases once again ensues. And again there's the depressing prospect of thwacking a ball out towards the edge of the stadium, legging it towards first base and then, due to the players' dumpsome builds, being run out yet again. Big heads and massive feet are fine as long as they don't slow down your players. Here, they do. After a while you start to wonder whether first base actually exists or is just some Clash-of-the-Titans-style mythical land.

Of course, *Pro Baseball* wasn't faultless by any means. But at least, when you did pull off a fancy shot, it gave you a chance to score. Even hitting the ball in the first place is a struggle here. Make contact in *Power Pro* and it'll either spin off behind you or go high, peak, and then plummet into the gloves of a CPU opponent (which, incidentally, will be so impossibly good that you stand virtually no chance at all of beating any of them).

And so you're left to ponder just exactly what went wrong. Touted as being a huge improvement on Imagineer's effort, *Power Pro* does nothing more than convince you of baseball's limited appeal to we Europeans. There's scope for an enjoyable romp – especially with the cute character design – and inclusions such as Konami's Response Sound System (that appears to be emanating from loud speakers rather than the steamrollered crowd) should have made things uniquely entertaining. Instead, *Power Pro 4* is even less tempting than *Pro Baseball*.

TIM

6 VISUALS
The boxed additions are nicely done, but the crowd and replays are rubbish.

7 SOUNDS
Commentary and Konami's famed RSS make for a sonic treat.

4 MASTERY
Hardly rewrites console sports games. Lacks any real inspiration, actually.

5 LIFESPAN
The CPU is ludicrously good and the game lacks user-friendliness.

VERDICT
Hugely disappointing. And, once again, fails to explain the attraction of baseball.



54%

HOW TO... Play Ja

Importing games is great. You get the latest N64 releases, sometimes up to twelve months before they hit British shores. And then you realise you can't understand a bally word...

So, how do you remedy this problem? Well, actually, there are several courses of action: (a) you can be of Japanese origin; (b) you can enroll in a Japanese language course at your local college; (c) you can wait for the American release; or (d) you can search out an easy-to-use guide to Japanese video gaming.

Fine, then. But, like someone said in Neighbours once, "Where in damnation do I get hold of one?" Well, hold this copy of **N64** to your ear and you'll be able to traverse the easiest, most comprehensive guide to understanding Japanese video games anywhere in the world.

Read on, *kodomora*...

START and OPTIONS

In most games – Japanese or otherwise – the very first pickings will be a Start/Options screen from which you can choose to Start or, erm, go to the... um... Options. Oh.

Starting a game shouldn't be too hard for anyone familiar with the processes of using their fingers, but an Options menu may take some getting used to. Further sub-menus contained therein will vary depending on what kind of game you're playing. Football games, for example, delve deeper into the processes of match length, weather, offsides and so on, whereas something like *Mario Kart* has hardly any specific options at all and more readily relies on choices in things like courses, players and race speed. So, if you're wanting to chop and change, you'll need to know the difference:



START
In this case 'game start'

OPTIONS

SAVING and LOADING DATA

If the all-too-common nightmare of accidentally wiping level-loads of data from your recently acquired memory pack haunts you while traipsing through Saving and Loading screens in English-speaking games, be especially wary of the minefields that are the Japanese versions.

Understanding Japanese data options is, perhaps, *the* most important part of any import game especially if the game in question has no battery back-up and, therefore, relies totally on your filling of the pad's designated card slot. Look out for the "Data Load" or "Save Game" screens – some of which will carry an English monicker – and then follow our quick A-Z...



CONTROLLER PAK
The extra characters mean 'searching'. Don't forget that Japanese N64s will also give you a Controller Pak management screen if you keep 'Start' pressed when you turn on a game.

DATA LOAD

EXIT

LOAD TOURNAMENT
This is obviously only applicable to Perfect Striker.

LOAD SCENARIO
This too is Perfect Striker only.

SELECT NOTE
An odd term for basically selecting a slot from the Pak.

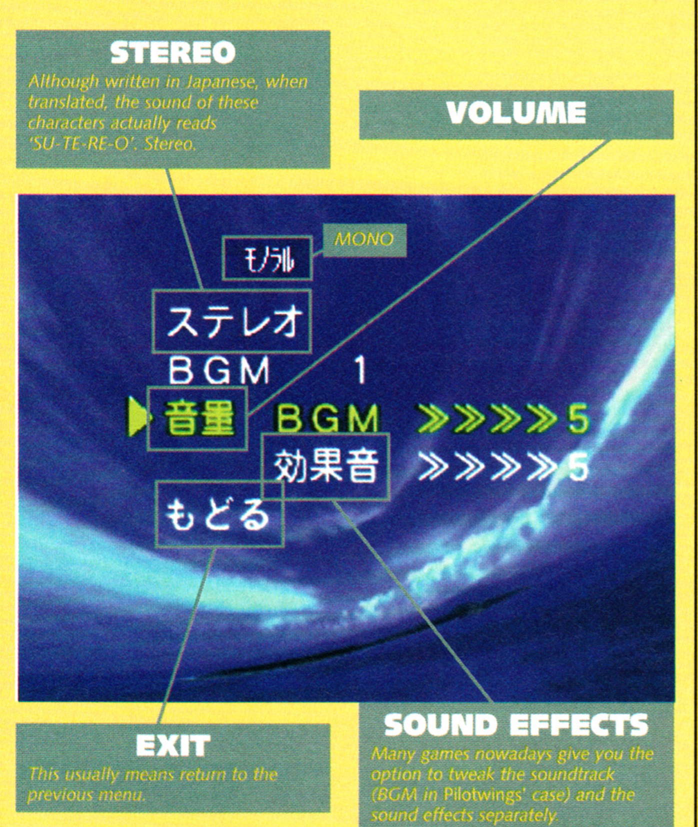
panese!

Understand those Import Games

SOUND

Everyone likes a bit of ear-candy, and most games give you the chance to amply satisfy your sonic needs. However, fiddling copiously with the given options is a relative breeze compared to finding the actual Sound options in amongst, frankly, frightening amounts of Japanese text.

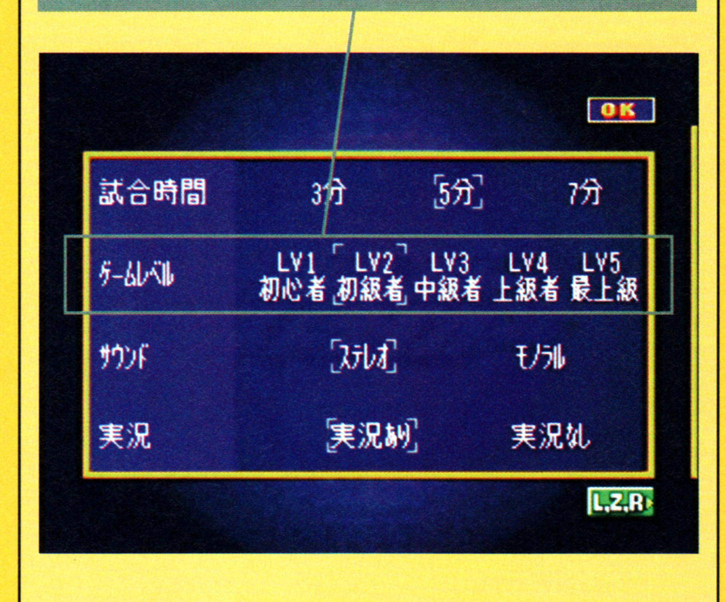
Once located, your Sound menu is likely to offer you the choice between Stereo and Mono, the level of Sound Effects and the Volume. Look out for deceiving menu items, though, like Japanese *Pilotwings'* BGM (Background Music) option which, although ultimately obvious, throws you a little to begin with. Indeed, many Japanese offerings opt for English as opposed to their native language due to its 'coolness' in Japan, so when a menu item is labelled "Sound", it does actually *mean* sound, not "Erase Data" or "Quit Game"...



DIFFICULTY

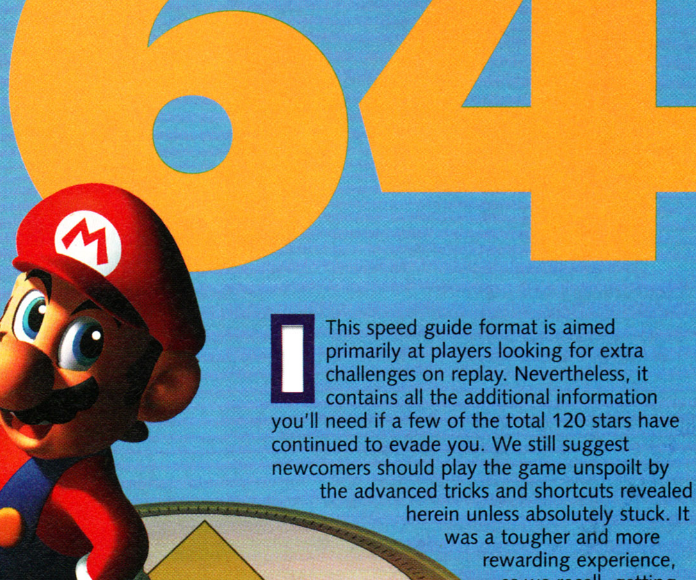
Games like *Perfect Striker* are positively crying out for some difficulty tweakage, and knowing whether you're upping or lowering proceedings is, of course, vital. The actual names given to each individual difficulty setting will undoubtedly vary depending on what game you're playing but, as a general rule, most will opt for the traditionally safe Easy, Medium and Hard.

However, variations such as Novice, Beginner, Expert and Advanced are creeping into many a title, so it's worth using your eyes and brain to figure out which one's which. Having said that, though, it's really only when developers start to come under the influence of *Doom* that things start to get complicated. If you thought the hilarious "I own Doom" or "Watch me Die" was confusing enough in English, then in Japanese you'll last about as long as Keith Floyd in Threshers.



TO BE CONTINUED... Next month! A new column on understanding Japanese text.

HOW TO... get a 'perfect' 120 Stars the fastest in SUPER MARIO 64



I This speed guide format is aimed primarily at players looking for extra challenges on replay. Nevertheless, it contains all the additional information you'll need if a few of the total 120 stars have continued to evade you. We still suggest newcomers should play the game unspoilt by the advanced tricks and shortcuts revealed herein unless absolutely stuck. It was a tougher and more rewarding experience, as we recall, getting 120 in the original, unfathomable Japanese... Furthermore, some of our speed tricks are much harder to perform than the expected solutions. If you get stuck, take the more obvious route to the Stars.

PREVIOUSLY IN N64 Last month we showed you how to find 70 stars and 'finish' *Mario* as quickly as possible.

COURSE 9

Dire, Dire Docks

See last month's N64 for how to collect the sub-deck star in record time. We've tried hard to get on top of the red ceiling mesh from the sub's conning tower and can confirm that an invisible wall rules out the possibility. No chance of an easy 100 coins this early, therefore.

Stars



Star 1
Open the treasure chests below your entry point in correct order. Starting with the chest nearest the lone clam, work anti-clockwise around the outer wall and leave the chest beside the whirlpool till last. Thanks to the currents, collecting the star is just as tricky as releasing it.





Star 3
Once you've beaten Bowser in the second Dark World, his submarine disappears forever and is replaced by a set of supposedly-functional poles sliding back and forth on the pen's ceiling. Use them as transport to collect the eight red coins, adjusting your height to intercept them. Hitting the purple !-switch actually creates two cork staircases, the second being further along the quay and granting easy access to the concrete platforms.

Pressing A while on a pole causes Mario to jump directly backwards: line up your camera angles to take advantage of this fact when transferring from one to another.

Star 4
In the absence of the sub, a bubble vent on the pen's ocean floor begins to produce shiny, watery rings that rise from the grate. Swim straight down through five consecutive rings to make the star appear. To grab it from the grate, though, you'll need the Metal Cap from the green !-box on the quay. If you're fast enough then you can perform this task by simply standing in the centre of the grate while wearing the Cap and jumping for the star just before the enhancement fades.



Star 5

Tumbling into the water from your entry point, look for the manta ray circling below and chase it. As with star 4, you need to swim through five consecutive rings emanating from its tail to make the star reveal itself. Your oxygen/health meter is replenished with a 'priming' ring if you miss one, allowing uninterrupted attempts. Sadly we called it a stingray too, Nutkinites, until we were reliably set right on identifying the manta ray by its distinctive horny head. Cripes.









Star 6

A submerged cage deep in the sub pen protects the star. The lateral-thinking solution rests in combining power-ups: by simultaneously donning both Vanish and Metal Cap from the !-boxes on the jetty, you can sink rapidly beneath the waves as Terminator Mario and use your sparse ghostly form to penetrate the red mesh barrier.







Bonus Star

Have you figured out the rhythmic button-press technique for powerful swimming strokes? With only 106 coins available on this course, you'll need to collect at least one of two five-coin lines placed near dangerously strong currents. The whirlpool might kill, but it's the underwater sub door that can insidiously knacker a speed attempt by sucking you out to the waterfall of Peach's castle. Miles away!



COURSE 10

Snowman's Land

Use your camera to search the room of mirrors on the castle's first floor: one blank wall is revealed as the course's secret entrance in its reflection. For stunning results and an easy life, the speedster's strategy is to collect stars entirely in reverse. Open cannon Shortcut 2 with Shortcut 1 before doing anything else and avoid the tasks that originally made this place seem unfriendly.

Stars

Star 6

Hold Z to crawl inside the igloo (see Shortcut 1) and you'll be presented with a claustrophobic maze. The final star is sealed in a block of ice above the corridor in front of you.

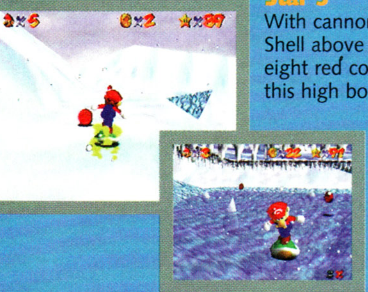
In the far right corner is a blue !-box, but it's totally enclosed by transparent walls on both sides. The Vanish Cap is indeed the solution to the maze, but obtaining it is another lateral thinking problem. *SM64* is a truly 3D game, and if you look up at the walls enclosing the box you'll see a handy gap at the top where a flip or jump OVER the maze wall will let you in.

Invisibly, there's also a vertical gap at one corner of the Pink Bomb's enclosure where you can squeeze inside without a Vanish Cap. Prepare that cannon now!



Star 5

With cannon Shortcut 2, obtain the Koopa Shell above the lake to safely collect all eight red coins. Use it to look further along this high border ledge, on the outskirts of the course where flowerhead Spindrifts gather, and in the deadly ice-water below star 2's boss arena.



Star 4

Use Shortcut 2 but headcrack the left-hand !-box this time. A star! See how easy it is now?



Star 3

Cast a glance left and you'll immediately spot a translucent ice cube puzzle near your entry point. Climb into the puzzle from the side with yellow coins in the snow, move two spaces forward (two 'block' lengths), turn around 180° and backflip. You should alight near the open top of the ice cube. Now simply drop down a similar shaft in the roof a little further on.



Star 2

Follow Shortcut 1 and pick the Koopa Shell but drop back down to the lake and follow the outer wall clockwise, eventually heading up a ramp to the glassy arena where a spikehead marble boss is busy asserting himself. Using the Shell counteracts the slippiness of the glass floor, so you just need to keep bumping him head-on to propel him into the deadly sub-temperatures below.

Star 1

If you want to do it the proper way, you need no more than a double jump to grab the ledge above the dark tunnel from which the lake's rolling ice ramps emerge. Make your way up around the Giant Snowman, then imitate the Penguin's movements back and forth to use him as a shield against the Snowman's breath. Cross the glassy bridge this way and it's a short climb for the star. Fail and you lose your Mario Cap as you're blasted clear.

A sneaky alternative – and you'll kick yourself – is to backflip to the Penguin's head and let him carry you across! Quicker still, though, is to aim the cannon for the tree on the Giant Snowman's head (it conceals a 1-Up) and slide down to the star.







Bonus Star

The coin stashes in the walls of the igloo are a necessity for the full century. Use the cannon to bounce yourself off the grey-green wall at The Giant Snowman's midriff and you can reach the igloo without the Koopa Shell.

GO! GO!

COURSE 10 Warps and Shortcuts

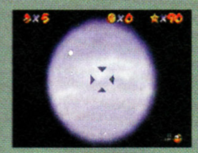
Warp 1
From entry point, turn to face the sheer outer wall and follow it left (thus moving anti-clockwise round the edge of the course). Stand in the shade of the second tree you encounter to be warped to another tree near the icy lake.

Shortcut 1
Use warp 1 and continue anti-clockwise, leaping to a T-section in the centre of the lake. When a spindrift flowerhead approaches you from the water, jump on its protruding bonce and guide your sycamore spin high over the wooden wall directly ahead. You'll find yourself on a path with two !-boxes. Bop a Koopa Shell from the right box, surfing back down to the lake to look for a coin-marked incline left of the rolling ramps (you'll need bunny hops to get all the way up to the igloo). Crawl inside and follow the instructions for star 6, but make sure you talk to the Pink Bomb first.



Shortcut 2
The cannon emplacement is in a shallow near your entry point (deliberate, surely?). Centre your sights on the left end of this fence, then raise the cannon vertically to a pale gap in the cloud strata. With the correct angle it is indeed possible to scrape onto the ledge bordering the lake, swiftly supplanting the spindrift method for borrowing the Koopa Shell again.





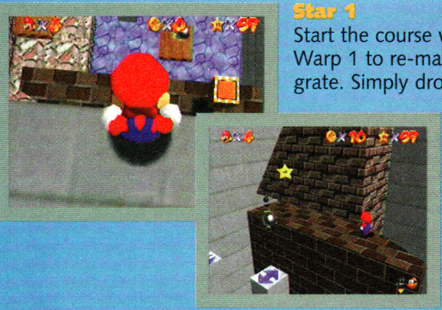




COURSE 11

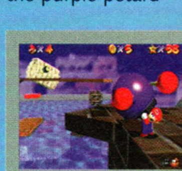
Wet-Dry World

The height at which you jump into the picture of the pond-skimmer determines the subsequent depth of the water on entry. A normal jump leaves it half-full, while barely scraping over the picture frame's lower edge removes practically all water from the course. Saves messing with switches inside.



Star 1
Start the course with minimal water and use Warp 1 to re-materialise beside the cannon grate. Simply drop off the right side to a lower ledge and bop the yellow !-box for the star . You could also head butt it by leaping from the water, and Miyamoto wanted you to ride the arrow blocks, but hey...

Star 2
Flood the course with Shortcut 1 and swim forward to a brick ramp on the wall ahead. Dispatch the purple petard at the top, cross the plank bridge and don't dally on the rotating island to reach the yellow !-box at the very highest point.





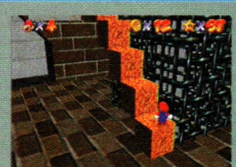
Star 3
This requires comprehensive exploration of the upper course to visit all five secret locations. Numbers will flash above your head if you try:

- pushing the lowest metal block
- using a somersault/wall-kick to bump the yellow !-box above it
- pushing the next-highest metal block into the wall cavity
- bopping the !-box on the lone brick column with a signpost
- similarly, the !-box above the cage holding star 4



Star 4
Initiate this task with no water and punch away the cork block at the base of the central cage set in bricks. Climb to the purple !-switch, trigger the cork steps and get on top of the cage. Step off the other side to the protruding wooden platform, part of which will sink to carry you down. As you near the ground, jump off and run inside the cage ready to jump on the inner part of the platform. Presuming you get on it in time – for which, you can't beat the good old reverse somersault – you'll ride this elevator back to where the star is imprisoned.



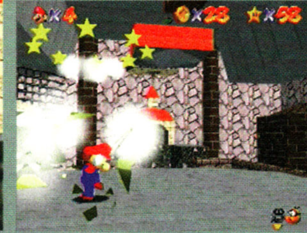




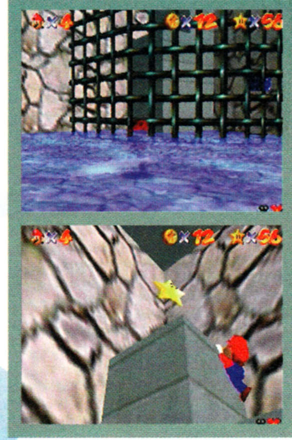
Star 5
Use Shortcut 1, creating an unusually high waterline and swimming down behind the corner cage to our parochial Atlantis. Once below, find the low diamond switch to drain all water. Your first task here is to smash all cork blocks and gather the red coins – an odd glitch meaning that you can see the coins from further away than the cork textures encasing them. Wall-kick back and forth between buildings to climb to their rooftops.







Star 6
Shortcut 1 to the realm beneath the waves, this time using the Vanish Cap to enter the drowned city's corner cage (you can save time by passing through the brick walls of the central 'courtyard'). The purple !-switch down here creates a stepping block inside the cage that's supposed to help you up, but the seasoned pro can ignore it in favour of a speedy somersault-into-wall-kick.



Bonus Star
With care, you can amass just over 100 in the upper course without any lengthy diversions to the sunken city. Don't forget our double-jump trick for bopping coin boxes and intercepting the contents before they scatter.

COURSE 12

Tall, Tall Mountain

Stars

Star 1
Simply make your way to the top of the mountain via the vined wall. Can't miss it.

Star 2
This star is trapped in a cage suspended high above the falls. You can't break it yourself, so return to the mountain top and meet a second monkey. Unlike the little cap-stealer below, you should catch this fellow and release him. He'll lead the way and send the cage crashing down, freeing its pointy prisoner.



Star 3



To find all the red coins, look for four on the giant mushroom patch and four on the gophers' vine wall. You can't kill the gophers, but stomping eight of them does earn you a 1-Up. The star itself appears on the mushroom nearest the vines. A simple long jump will get you across, and should you overshoot then a rising thermal on the far side will pluck you from a tumbling, screaming death.

Warps and Shortcuts

Warp 1
One of the course's diamond 'floodgate' switches sits above a pale column of rising steps, patrolled at the top by a Spark. With the water evacuated, stand still in the corner recess at its base to be teleported right up to the high cannon emplacement.



Shortcut 1
Pull a triple flip or reverse somersault to enter the course and you can flood it with more water than can be introduced using the diamond switches within. It IS possible to reverse somersault to the Pink Bomb without this but, for speed purposes, you can ignore the cannon completely. Swim straight to the cage in the near corner of the course and leap out of the water to grab its edge, climbing over and swimming the long passage to reach – blimey – a whole new Atlantean sunken city!

Avoiding the treacherous pitfalls of the winding mountain trail is the entire basis of this course, so instant warps and easy shortcuts are necessarily absent. With practice, however, you will find it quicker to scale the vined wall behind the gopher holes.

Star 4
Shortly after leaping the falls and passing the gusty oriental cloud, look for a suspiciously square panel in the wall. Touch it and it will ripple, letting you know you can dive through. This secret area leads to a slide race (albeit one without a timer, curses). It's a toughie, and the only way to take it is by maintaining full speed to overcome its banked turns, twisting tracks and ramp leaps. Before starting the slide, check behind you for a 1-Up and a coin.









Star 5
Hit the purple !-switch near the top of the mountain. A very obvious cork block appears in front, clearly for grabbing those coins, but you've also created another block in the waterfall further on. Use it to jump to the niche behind the falls.

Sidereal Secrets

If you read last month's guide and the launch issue walkthroughs thoroughly, you'll have little trouble finding most of the 15 hidden stars. This detailed list should remedy your hunting woes.

Princess's Secret Slide (2 Stars)
One star for finishing, one extra for a time of under 21 seconds. Using last month's shortcut, our record best is now 0'16"2 – beat that!

The Yellow Rabbit (2 Stars)
A bunny appears in the castle dungeon at 20 and 50 Stars. To capture him, just keep chasing without bumping into walls (you may need to steer 'blind' on some corners, but you'll soon learn his fixed route) and press B for a diving tackle when close. Another method involves trapping him in one of the dead ends, stepping just close enough to make him bolt, then grabbing with B as he passes.



Talk To Toad (3 Stars)
Some of the mushroom people in the castle are holding Power Stars for you. Talk to them when your tally is high enough to collect (see last issue's star Schedule for details).



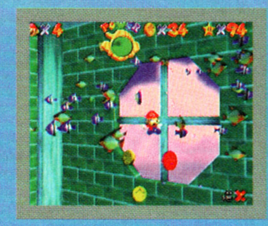
Cap Switches (3 Stars)
As revealed in issue 1's review/walkthrough, each of the Cap Switch Courses contains a hidden star to be earned by collecting the eight red coins.

GO! GO!

Bowser's Dark Worlds (3 Stars)
Similarly, there are eight red coins on the approach to the green pipe before each Bowser confrontation.



The Secret Aquarium (1 Star)
Step through Course 3's door and look up above the fish tanks on either side of the room. There are two dark vents high in the walls that require a backflip or somersault to reach. One hides a 1-Up Mushroom, the other a bonus level. Collect all the red coins and circle the star plinth for another 1-Up. The window on a freakily purpled cloudscape is proof that Miyamoto secretly strives to mess with your head.



Wing Mario Over The Rainbow (1 Star)
The clock tree in the castle's third hall is flanked by two balconies, via which you reach Course 15 or this bonus level. The pink islands host cannons to launch Wing Mario to higher cumuli, the trickiest red coin being inside a translucent grey cloud. Hold up-C in flight to line up precise butt-slam landings; annoyingly, you're dumped outside the castle if you fall.

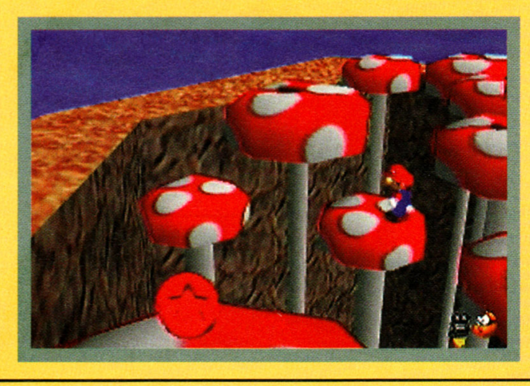
Star 6
Ascend the mountain WITHOUT climbing the vine wall and you'll cross a bridge to find the first monkey and a red Flyguy. The Pink Bomb is hidden in a ravine just below where you'd jump across. Talk to him and use Warp 1 or Shortcut 1 to reach the cannon. Aim your sights like this to be sure of colliding with the star on the distant mushroom.



Bonus Star
Complete the star 4 slide race, run into as many coins as you can but don't collect the star again when deposited outside. Instead, jump over the fence and you'll touch down just behind the course's entry point. Now you can top up your coinage to 100 with the easier pickings on the mountain trail.

Warps and Shortcuts

Warp 1
The mountain's only teleport is found by working across the giant mushroom patch near the base and standing at the centre of one of the smallest, ungarnished redcaps. Your dissembled bodily components will be reconstituted on a narrow precipice that leads solely to the cannon.



Shortcut 1
Quicker than the warp, simply jump off the track just before the gopher holes and use the aftertouch of the analogue stick while Mario is in mid-air to curl him to the ledge underneath. The cannon is at the far end.

COURSE 13
Tiny, Huge Land

Enter the small left-hand picture and Mario dwarfs the diminutive features of Tiny Land; scramble into the vast right-hand picture and he reaches Huge Land. Generally, it's faster to move around in Tiny Land and use a green pipe to transfer to the identical spot in the other world.

Star 1
Tiny Land. Make two long jumps to the far green pipe and squeeze into it for Huge Land. Punch out all five giant Piranha Plants on this same platform and the star will appear.







Star 2
Make your way to the top of the mountain with Shortcut 1. On the green slope just below the summit is a yellow !-box containing star 2.

Star 4
Visit the five secret places in Tiny Land.
- the mousehole near your entry point (beach side)
- the cannon's recess
- the cannonball source
- the tiny entrance to star 5
- at the summit of the mountain

The star appears on the floating island (near !-switch).

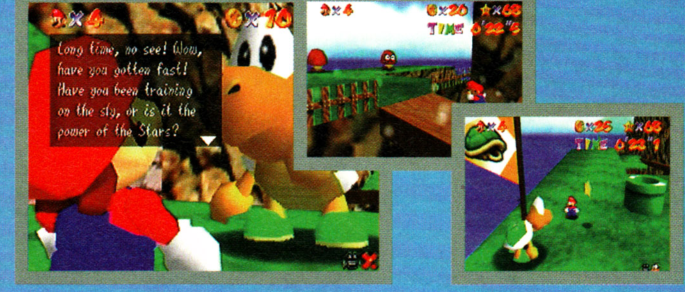


Star 3


N64 Best Time: 0'22"6

Use Shortcut 2, pop through the pipe to Huge Land and head down the hill for another challenge from Koopa The Quick.

Because of the adverse gusty forces at play on the plank bridge, it's essential to make time beforehand and cut the slope with long/triple jumps and a B, B dive into a run. Also, remove all Goombas before you talk to Koopa. You need to finish in under 0'24"0 to stand a chance of beating him.

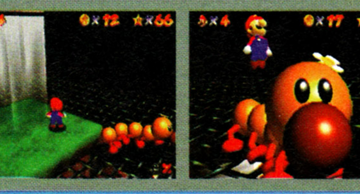


Star 5
The 8 red coins are actually inside the mountain. Use the cannon to reach the tree or take Shortcut 1 only as far as the grassy slope and stop on the flat to cross the wooden bridge to an entrance above the beach. It's very easy to overestimate the distance between columns – normal and double jumps will suffice for most. You need wall-kicks to claim one coin (in the corner above the star). And hey, look up!





Star 6
Reach the mountain's flat top in Tiny Land and butt slam the centre of the pool. A weeny hole will appear, draining the water. Make a green pipe transfer to Huge Land and return to the summit, where the same hole remains and is now big enough to drop through.
The Wiggler boss isn't particularly taxing, even when he gets mad. Simply jump on his head three times.

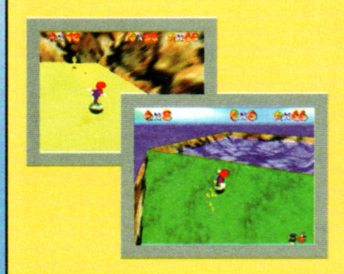



Bonus Star
This course has more coins than any other if you butt-slam the giant Goombas for blue coins rather than yellow. Mario's odd roundhouse sweep (crouch with Z, press B) can chip those irksome micro-Goombas into orbit.

Warps and Shortcuts

Warp 1
The purple !-switch in Tiny Land creates a temporary bridge to a floating island. Should the bridge vanish, the solitary coin indicates a warp escape. Like the pyramid warp in Shifting Sand Land, this is only a one-way ticket.

Shortcut 1
Huge Land. Head through the 'mousehole' in the wall and onto the beach. Stomp the Koopa for his shell and skate off to the right, bunnyhopping up the rocky slope. Continue heading upward with careful hopping to turn each corner. With the right route, you'll make the summit in under a minute.



Shortcut 2
Tiny land. Double long jump to the green pipe, drop off to the purple !-switch and run along the cork bridge until you have enough speed to reverse somersault to the cannonball run above you. Press A again when you land for a double jump to the green pipe.



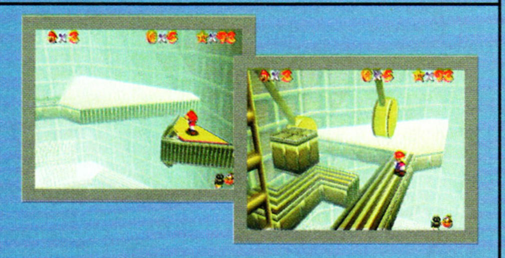
COURSE 14
Tick, Tock Clock

At 50 Stars, the door to the uppermost hall of the castle slides open. The entrance to this course is actually the clock set high in the 'tree' at the centre of the hall. There are no warps here!

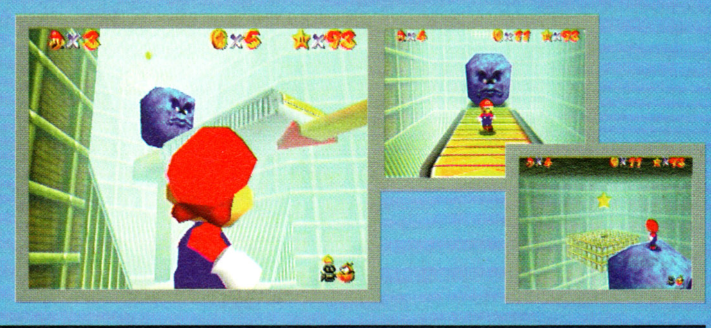
Star 1
The very first star you'll see by climbing the tower, it sits in a cage beside a conveyor belt.

Star 2
Head up past star 1 until you reach the platform at the top of the pole. Dodge the clockwork dustpan and use the rotating triangle to cross. The star is beyond the crusher blocks and pendulums.

Star 3
Climb to the grille platform above your entry point and wait for the wooden clock hand to swing round. Jump on, move to the pointy end and ride it to a niche on the far side of the tower. For ease, set the clock running slow – the time you save will outmeasure the use of moving parts.



Star 4
Again, a slow clock makes for leisurely progression. Climb as high you can and watch for the wooden clock hand that will carry you round to a conveyor belt. A timely double jump from here will place you firmly on the head of the blue Thwomp, thus using him as a lift up to the highest star.



Star 5
When you encounter the second set of rotating cubes, look for a huge unvisited grille platform within long jump distance. The star in the cage above it can only be reached by climbing the square pegs jutting from the wall. Tougher when they're moving, of course...



GO! GO!


Star 6

With the clock disabled, the rotating wooden slats near your entry point now lay horizontal and serve as steps to all eight red coins.



Bonus Star

Double-jump when opening !-boxes to stop your bounty rolling off the ledge. The blue coin switch near star 2 amounts to a healthy 35 smackers.

Warps and Shortcuts

Shortcut 1

The big secret to this level concerns the time at which you step through the clock face. Keep an eye on where the big hand is pointing and time your entrance to implement the following memorable effects:
Twelve – Entered on the hour, the clock mechanisms stop dead
Three – at a quarter past, the clock will run slow
Six – neither one hour nor the other, the crazy clock runs backwards and forwards
Nine – rapidly approaching the hour, the clock runs fast
Needless to say, deactivating the clock's obstacles makes your task faster and simpler: try out our Shortcut 2 and you'll discover that only stars 3 and 4 require the hands to be turning.





Shortcut 2

With the clock mechanisms halted, it seems you can only climb as high as the Spark-patrolled pole. But wait! Step onto the yellow lift platform above the heart restorer and run along it towards the centre of the tower, then reverse somersault back at the outer wall, and you can pull off a wall-kick to reach the triangular ledge directly above.

COURSE 15

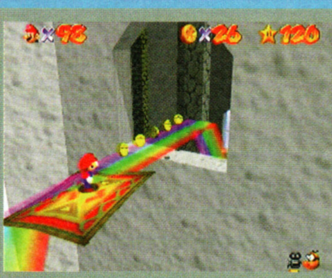
Rainbow Ride

Three simple rules. You can abandon a flying rug temporarily to grab coins and clear barriers, but it will vanish if you don't return quickly. Jump clear before the rainbow track ends. Dead rugs regenerate at the start of the track.

Star 1

From Shortcut 1, head across the spinning islands and ride the next carpet. Jump to the left carpet when it dies, finally using that crouch and short jumps to pass under and over the arms of the giant turnstile. The first star is on the prow of the winged galleon.





Star 2

As before, but take the right carpet at the end of the second ride. You'll pass twice through the great hall of the sky castle; on the second attempt you must be ready to jump from the rear of your carpet to the front, clearing a flame jet that shoots from the fireplace. Hang on here and you'll fly all the way to the roof, where the star awaits.



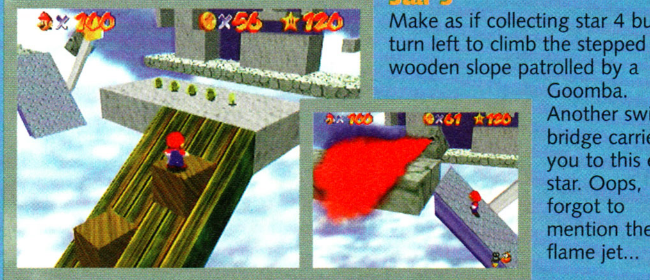
Star 3

The eight red coins are concentrated in a vertical maze beside the four spinning islands. Consider it a test of your prowess with somersaults and wall-kicks. Don't underestimate the bombs at the base, as they can unexpectedly push you off.

Star 4

Take Shortcut 1 and cross the swinging bridges, using reverse somersaults to get up the doughnut planks before they fall, and proceed past the wooden slope to the pyramid blocks. They invert when you hit the !-switch, becoming temporary steps. Jump two steps and backflip for the upper flight. Alternatively, it's possible to drop to this star by leaping from the star 6 island.





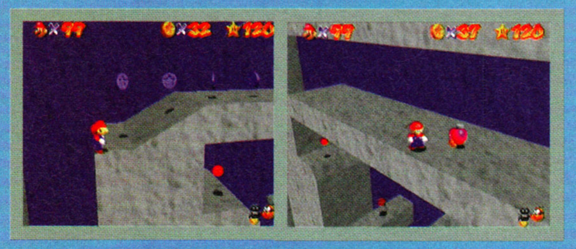
Star 5

Make as if collecting star 4 but turn left to climb the stepped wooden slope patrolled by a Goomba. Another swing bridge carries you to this easy star. Oops, forgot to mention the flame jet...

Star 6
The cannon on the aft deck of the winged galleon points to a rainbow ring. Shoot Mario through the centre, aiming to catch the pole of a floating island, and use Z to drop instantly when the purple petard stops.
Can't find the Pink Bomb? Then read what follows.



Bonus Star
The secret of the blue coin switch beside the vertical maze is to slam it and immediately start wall-kicking back and forth above the heart restorer. This Super Mazzoid manoeuvre takes you up a tall shaft to a ledge over the maze, where the Pink Bomb and the remaining coins are waiting. You only get one shot at it.



Warps and Shortcuts

Warp 1
Should you fall or get flamed from your carpet in the great hall, step outside to the edge of this verandah and teleport to the top of the vertical maze. Grab a 1-Up from the !-box and ride the doughnut planks at the end for more.



Shortcut 1
You can avoid the first slow carpet ride. Turn about at the start of the course and you'll see a platform with a tall blue pole. A simple Z+A long jump is all it takes to reach it, grasping the pole and heading up (for the spinning islands) or down (for stars 4 and 5).

Shortcut 2
The two platform-linked poles near the winged galleon are intended as an escape route back down to the spinning islands, but you can use them in reverse by taking the second carpet ride as far as the cork block. Springing safely from the upper pole calls for some tricky aftertouch, however.

Bowser's Dark World 2



As you may have noticed in Lethal Lava Land, the sinking platforms usually have a narrow spot where it's safe to remain before moving on. Exploit this when searching for red coins, some of which are cleverly concealed.

You'll find one coin in the corner of a yellow cage reached via a green pole. For another you should step on and off the elevator in the cage, let it rise, then drop through the gap it leaves.

Incredibly, one end of the entire level 'concertinas' on hinged ramps. Look for the coin's shadow spot and wait there for it.

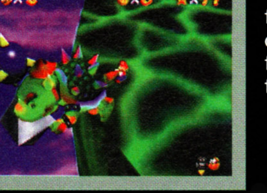
The penultimate red is camouflaged and can only be seen half of the time, being enveloped by a flame jet on the longest stretch of lava.

Finally, get the coin on the last pole raft and make a handspring to the ledges above for the star.

Because of his newfound teleporting powers, Bowser must be defeated with a new procedure. When the arena stops rocking, run to the far edge and stand facing outward. After considering the distance, Bowser will charge. As soon as he draws close, stylishly backflip over his head and grab his tail while he dithers. The nearer you stand to a bomb, the better. The Big Key left behind will open the double doors in the castle's main hallway.

Bowser's Dark World 3





For a splendid shortcut to bypass the Whomp, ride the first blue ferris wheel until your platform is highest, then backflip to the path above.

Two of the red coins on this level are deviously hidden. For one, drop from the first ferris wheel to the plateau and check the side for a tiny ledge. The other is right at the end of the level, just after the windswept forum. Walk up the final blue steps to the green pipe but stop to look over the edge. The very last red coin in the game is on a narrow ledge right under those steps.

Now that you're here, you can earn infinite attempts at beating Bowser's Last Stand by finding a 1-Up behind a column at the base of the blue steps. This mushroom is replenished every time you're expelled from the green pipe.

It will take three bomb blasts to destroy Bowser. The first two can be administered as in Dark World 2, but the collapse of the arena necessitates an accurate throw to finish. If you're hurt by blue homing flames, look for red flames that turn into coins.

120 Stars!



With 120 Stars collected, step outside Peach's castle. The grate will have vanished from the cannon emplacement on the lake's shore. Hear that waddling sound? Jump inside and launch yourself to the castle roof, where the faithful Yoshi has been patiently waiting to congratulate you with a message from the game's creators.

Now prepare yourself. There are no extra levels, no secret special endings – and no, you can't ride Yoshi. You've completely finished *Super Mario 64*, and it's all over! Sob!

But wait. We know exactly how you feel, and that's why **N64** Mag has put together this speed guide for further challenges. Next issue we'll be asking you to gauge your own playing skill with coin counts and stunt moves. In a couple of weeks you'll be plugging that cart in again and reaching dizzy new heights of Mario control. Believe it.

TO BE CONTINUED... Loads more super *Mario 64* secrets and little quirky bits next month.

HOW TO... secure all the Challenge Points in SHADOWS OF THE EMPIRE Part 2 of 2

Priority: Top Secret
Agent: Dash Rendar
Originator: Rebel High Command, Hoth
Transmission: Mission Briefing

FOR YOUR EYES ONLY

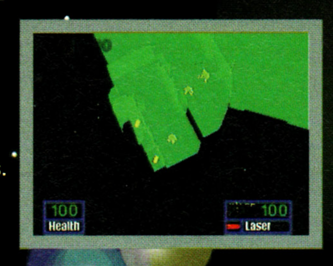
Overview
The success of your mission is paramount to the survival of the Rebel Alliance. In these deeply troubled times we must not falter in our fight for freedom even if the odds against us appear insurmountable.

May the force be with you.

CHEAT
To spoil any sense of achievement you might get from finishing the game properly, enter your name as '_Credits' (where _ is a space). The cheat is case sensitive and will allow you to view the end sequence and credits for each of the four difficulty settings.

Priority: Reminder
Transmission title: Results of collecting Challenge Points

Level Setting Easy: Leebo scanner (a mapping device).
Level Setting Medium: Fly as an X-Wing in the Skyhook Battle.
Level Setting Hard: Invincibility and unlimited ammo in the *Doom* levels.
Level Setting Jedi: The Wampas in the *Doom* levels will follow you and help kill your enemies.
Additional: Prizes on Easy and Medium are accessed by holding the camera button for five seconds. The Hard prize is accessed by holding Crouch for 15 seconds. Prizes are not transferable between difficulty levels.



MISSED IT?
Shadows of the Empire was reviewed in our very first issue (complete with a free video), way back in March, and the first half of these tips appeared in issue 2. Read a summary of the review on page 84 in this issue, or turn to page 74 to arrange some back issues.



Priority: Top Secret
Transmission title: Mos Eisley challenge Point Information
Challenge Points: Twelve

Challenge Point 1
Challenge Point 1 is on a raised ledge to the right after the first ramp you come to. Jump from the top of the ramp at a slight angle and raise the front end of your bike (by pulling back on the Analogue) to land on the ledge.



Challenge Point 2
Keep left after the first CP. The second Point is on the left side of the crashed ship.



PREVIOUSLY IN N64 Last month, in part one, we made it as far as Mission 5...

Transmission continues: Mos Eisley Challenge Point Information

Challenge Point 3
The third Challenge Point is in mid air above the second ramp. Pull back on the joystick to ensure you collect it.



Challenge Point 4
Return to CP3's ramp and jump from it an angle to the right. CP4 is on a raised ramp to the right.

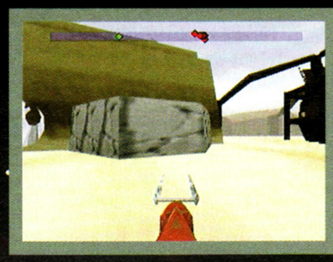


Challenge Point 5
Before you pass through the tunnel, Challenge Point 5 is located in the corner of the large building on the right.

Challenge Point 6
At the same large building, go behind the counter and left into the corner. Challenge Point 6 should be here.



Challenge Point 7
When you see the dark red structure ahead of you, Challenge Point 7 is hidden in a corner on the left.



Challenge Point 8
Shortly after Challenge Point 8, you'll come to another large building with a counter. Challenge Point 8 is here in a similar position to CP6.

Challenge Point 9
As you exit the town, take a sharp left. Challenge Point 9 is here.

Challenge Point 10
As you ride through the desert, Challenge Point 10 will be over the Sarlacc pit. Keep a reasonable speed as you fly over it to ensure that you don't get sucked in.

Challenge Point 11
Another Sarlacc pit holds Challenge point 11.

Challenge Point 12
As you enter Beggar's Canyon, you'll pass through a short tunnel and approach a second. The final Challenge Point is on top here and can be accessed by flying up either ramps to the left and right before turning sharply left or right.



Additional: Swoop Gang
There are ten Swoop Gang members to eliminate. Fly alongside the enemy and hold their speed. Use you bike to force the riders into walls or other obstructions. The best opportunities for this come at arches and doorways in Mos Eisley and the narrow sections of the road out to Beggar's Canyon.

Priority: Top Secret
Transmission title: Imperial Freighter Suprosa Challenge Point Information
Challenge Points: Ten

Challenge Point 1
Go through the first door. The first Challenge Point is in the room on your left.

Challenge Point 2
Go past the Storm Trooper accommodation and turn right to find Challenge Point 2

Challenge Point 3
Pass by the second set of spinning cogs and go all the way around the cog on the left. The Challenge Point is in the corner.

Challenge Point 4
After the final set of revolving cogs, the fourth Challenge Point is on top of a ledge to the right. You can jump up to get it.

Challenge Point 5
Step on the revolving platform and duck the high bar and jump over the low one. The fifth Challenge Point is on the long structure in front of you.

Challenge Point 6
Challenge Point 6 is located in the same position as Challenge Point 5 on the opposite side of the room.



Challenge Point 7
In the freight room, behind the first door on the right on the left side of the second floor (on the left as you enter the room). It's hidden in a box.



Challenge Point 8
In the same large room, on the right side of the second floor behind the door on the far right as you face it (nearest the wall where you entered the freight room). This Challenge Point is hidden in a box.



Challenge Point 9
After crossing the bridge to the right side of the freight room on the third floor, Challenge Point 9 is in a box in the middle room.



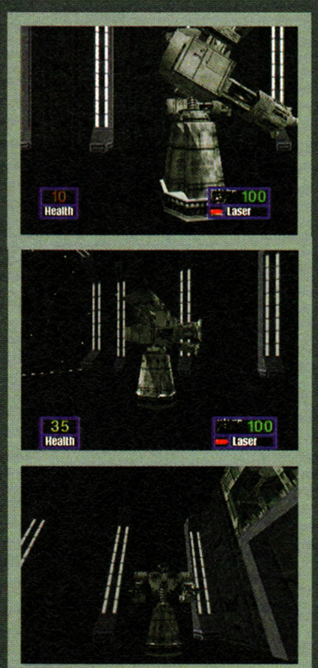


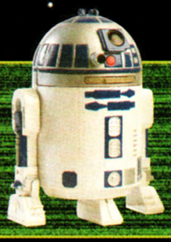
Transmission continues: Imperial Freighter Suprosa Challenge Point Information

Challenge Point 10
After you've beaten the Loader Droid, Challenge Point 10 is behind the Super Computer.



Additional: Loader Droid
Data files obtained by our agents at various Imperial service bases show a weakness in the defensive capabilities of the Loader Droid. The Droid will simply follow the movements of an attacker and retaliate with a sudden ejection of its mechanical grabber. To destroy the Droid, fire with Blaster or Pulse Rifle ammunition, side step, turn slightly and step forward to aim back at the droid before firing again. This tactic (circle strafing) will keep the attacker moving around the Droid in a circular fashion and if carried out quickly enough, always one step ahead of any retaliation.





Priority: Top Secret
Transmission title: Sewers of the Imperial City challenge Point Information
Challenge Points: Nine

Challenge Point 1
Descend the spiral pipe and make your way along the corridor at the bottom. Take a left and a right and you should see a small niche on your left. Activate the secret door here, kill the guard and collect the first Challenge Point.



Challenge Point 2
When you arrive at the large vaulted room, shoot the two small Dianoga in the water and then dive in. The second Challenge Point is underwater by the first pillar on the left.

Challenge Point 3
In the large circular room, there are two switches underwater. When activated, these will open up an underwater room just above them, containing the third Challenge Point and a red extra life icon.

Challenge Point 4
Jet pack up about three-quarters of the height of the circular room and enter the pipe. Follow this pipe and jet pack up at the end of it. At the top, you'll see a square corridor. The fourth Challenge Point is down here on the left.

Challenge Point 5
Return from Challenge Point 4 and jet pack down the shaft about half way. Enter the square corridor, move along to the next shaft and jet pack down. Enter the pipe here and find the Challenge Point at the end.

Challenge Point 6
Open the security door and shoot the Dianoga before jumping in the water. The Challenge Point is underwater in the left-hand corner.



Challenge Point 7
When you surface in the room with the rotating arm, the seventh Challenge Point will be up near the ceiling in the centre of the room. Jet pack up to it.

Challenge Point 8
In the next circular room along, the Challenge Point is underwater in the centre along with some Disruptor Ammo.



Challenge Point 9
After you pass through the revolving gears and through a door, keep to your right. The final Challenge Point will be in a small alcove on your left.



Additional: Giant Dianoga
Information from Rebel Bio databanks indicates that the Dianoga are a mutant strain of marine creature that frequently take to living in the sewage systems of large installations. They possess rapidly-regenerating stinging tentacles, and their sole weakness is their exposed central eye.

When engaging one of these creatures, maintain a central position above the mouth while aiming at the eye. Only shoot tentacles that are a direct threat. Do not drop too close to the mouth and keep a close watch on your air supply, using the jet pack to re-surface when you need more oxygen.





33 Health



Priority: Top Secret
Transmission title: Xizor's Palace Challenge Point Information
Challenge Points: Ten

Challenge Point 1
Pass through the automatic door and enter the room with two levels. On the second level is a switch which, when activated, opens a door directly opposite it. The Challenge Point is inside but be quick as the door closes very quickly.

Challenge Point 2
When you reach the first elevator, jet pack to the upper switch and activate it. This enables you to jet pack to the bottom of the shaft where the second Challenge Point is waiting along with an extra life and some Disruptor ammo.

Challenge Point 3
Cross the second bridge, but, before its end, jet pack off and around to the right. Fly through the window, shoot the guard and claim the second Challenge Point and extra ammo.



Challenge Point 4
Activate the switch and jet pack back up to the top of the elevator shaft. In a small niche, you'll find the fourth Challenge Point and some disruptor ammo.

Challenge Point 5
At the section with the cogs move to the second one and jet pack down. At the bottom is Challenge Point 5.

Challenge Point 6
Behind Challenge Point 5 is a secret door that leads down a hallway and into an area where you can fly up to the sixth Challenge Point. Get out of this area back at the cog.





Challenge Point 7
When you get to the section with a ledge running alongside the big cogs, jet pack down to the ground and collect Challenge Point 7 on your right.

Challenge Point 8
In the circular tower room where you need to activate the green switches, Challenge Point 8 is located in a small niche just below the lowest platform.

Challenge Point 9
On the lowest platform (and on the opposite side to the green switch), a secret door is hidden at the end of one of the blind-ending corridors. Challenge Point 9 is inside.

Challenge Point 10
Rather than take the final bridge, through to the Gladiator droid, turn the other way and open the secret door at the opposite end. Challenge Point 10 is behind along with some Disruptor ammo.



Additional: Gladiator Droid
One of the most powerful armaments in Xizor's armoury, the Gladiator Droid divides into three autonomous units which must be destroyed one after another before the machine is completely destroyed. Tactics are advised as such:



Stage 1
Keep to the rear of the machine and fire up from as close as possible. Circle strafing (described previously) can also be used. Use Blaster fire and conserve more powerful ammunition for Stages 2 and 3.

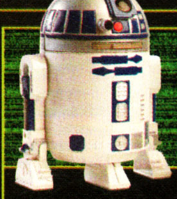


Stage 2
Jet pack to the central section and hit the Stage 2 droid with rapid bursts of pulse, seeker or Disruptor fire. When counter-attacked with Seekers, drop down and shelter against the wall. Jump back to the central section and repeat.



Stage 3
The best tactic with the head is to try and stay directly beneath it. Use Z to fire up – preferably with the Flame Thrower. If you're forced to use disruptor fire, make sure you're far enough away, shoot quickly and then keep moving to avoid taking damage from your own shot.





Priority: Top Secret
Transmission title: Mos Eisley challenge Point Information
Challenge Points: Twelve

Additional: The Skyhook Spacestation
Your flight to the Skyhook will be hampered initially by an attacking fleet of TIE Fighters and TIE Bombers. Attack these using the same tactics as in your escape from Hoth (Mission 3). Briefly: use missiles on the more dangerous bombers and phaser fire for the fighters.

Once at the Skyhook, your first objective is to knock out its defensive turrets, one on the end of each of its four arms. These turrets can quickly re-generate any damage inflicted on them. Rebel Intelligence suggests attacking the first along the same axis as the arm they protect as this reduces the likelihood of hits from the turrets on either side. Approach with brakes on and hit the turret with a rapid salvo of missiles and phaser fire. During this attack run, weave your ship to avoid incoming turret fire.

Once turret one is destroyed, attack the next from that direction (thus eliminating incoming fire from turrets other than the one your attacking) and repeat your attack run. Turrets three and four can be destroyed in a similar fashion. While you are engaging the turrets, ignore the battle taking place around the Skyhook: the Star Destroyer is immune to attack and other Rebel forces will engage the defending TIE Fighters.

When all the turrets are destroyed, enter the Skyhook structure at the end of one its four arms. Approach the opening with air brakes full on and navigate down the arm avoiding the obstructions. As you approach the reactor core, fire one missile. Now turn left and fly out of the arm now directly ahead of you. Exit the arm at the end, release the air brake and make a rapid 360 swooping turn to re-enter the arm, again with air brakes fully on.

Repeat this attack plan until you have hit the reactor core from each arm entrance. When your fourth and final missile hits home, you will need to try and exit the Skyhook at full speed, but still managing to avoid all the obstacles in your path. If you don't make it in time, you will be destroyed along with Space Station as the reactor core turns critical and explodes.



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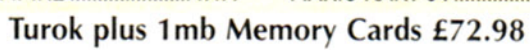


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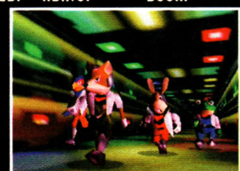
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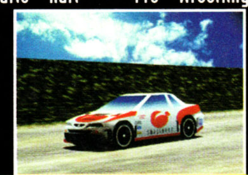


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You're through to... THE NINTENDO PROBLEMS...

With 13 game-genies now fully ready to answer the call of duty, it's only a matter of picking up the telephone and speaking your brains if you're stuck on a peculiarly challenging game. But if that sounds like too much trouble, here at N64 Magazine we give you the perfect chance for a two-page chat with the ever-lovely Nintendo Hotline...

There's been plenty to occupy the steamed-pudding-like minds of the Hotline councillors this month. The PAL release of *Wave Race*, for example. In fact, so tricky is this particular water-traverser that we've decided to dedicate two entire pages to Miyamoto's salty masterpiece.

If you've forked out for some action in the choppy seas of Drake Lake, you're going to want to know how to play things right. *Wave Race* isn't your common-or-garden racing game and the chances are there are one or two of you more than a bit puzzled by the strange, slippery handling of your newly acquired jet skis.

But if playing by the book sounds more tedious than a night in with Wil Overton and a copy of Mah Jong Without Tears, there's always a spot of honest-to-Shigs cheating up for grabs in that Hotline Tips section across the way there. Well, you don't always play by the rules, do you.

WHAT IS THE NINTENDO HOTLINE?

We're a team of expert games players who use our vast knowledge of all things Nintendo to help gamers in distress. Staff selection is very strict, so you can always be confident that when you talk to a councillor, they are one of the finest gamesplayers in the country and the perfect coach for your gaming skills.

Open seven days a week, 365 days of the year, the Hotline deals with over 2,000 calls a day, spread over the various Nintendo platforms. To guarantee that your call will be answered quickly and your problem answered swiftly, we have doubled our staff and increased our weekend opening hours.

Call us on **(01703) 652222** (NOT a premium rate number) and pose your game questions. We should be able to provide you with the answers, whether they're directions, cheats, passwords or simple advice. The Hotline is open Monday to Friday 12pm to 8pm, and Saturday and Sunday 10am to 6pm.

Like we like to say, like, sometimes, games will always be tricky. Well, some of them. Obviously you'll only struggle on *Shadows of the Empire* if you can't work out the difference between your TV and coffee table. This month, however, the plentiful calls we received only seemed to concern the whys and wherefores of water's finest racing representative. That's *Wave Race*. So, look and, as they say, learn...

Before we start

The best way to succeed in *Wave Race 64* is by practising. Use the Time Trial mode to learn the layout of the course and only race the physics-defying computer when you're completely ready. Furthermore, there are three vital tips that can guarantee better lap times and end results:

- Power Boost: At the beginning of each race, the announcer will blurt, "Three, two, one, go!" As soon as he says, "Go!", press the A Button. If you've time things correctly, you can start the race with maximum power. This might take some practice.
- Quick Recoveries: If your rider falls off or loses his grip on the Jet Ski, quickly tap the B Button. This will allow the rider to jump back up on the watercraft quickly and continue racing.
- Jumps/Short Cuts: Jumps slow down the speed of the watercraft, so avoid them where possible. Also, several courses have short cuts in them. Watch the other racers because they'll always take the short cuts. Once you've figured out how to shave valuable seconds from your lap times, you'll certainly be a contender for first place victories.

Course Breakdown

Sunny Beach

A nice, gentle introduction to the game, with long easy straights and widely spaced buoys. Watch out for the hairpin bends at either end, however, as they can easily spell disaster if you take them too tightly. There's a small amount of leeway to be gained by clipping the beach at either end, so use this to your advantage when racing against the three other CPU players.

Sunset Bay

A slightly more difficult course with the bright sunlight making the choppy waters even more of a test, so be careful taking those corners.

The best tip for this course is not to 'float' over the ramps. If you must go over the ramps, make sure you hold down on the stick as you clear the top, otherwise you'll lose vital speed. Also, on the second corner, don't keep to the bend too tightly or you'll miss the 'R' buoy as you turn.

Drake Lake

With visibility reduced during the first two laps, Drake makes his lake a particularly difficult proposition. Take the first two corners tightly and head for the left hand path as the course splits around the island. This path always seems to gain a few seconds over the outside path



but make sure you swing back tightly for the next buoy.

The posts on the final straight usually cause a few problems, so keep your eyes peeled and over time learn the clearest through them.

☎ (01703) 652222

HOTLINE

Marine Fortress

Another problematic course for anyone using Ayumi or Ryota, as the choppiness of the water means you'll most likely spend more time in the air than in the water. On the first course, though, you can use this to your advantage by flying over the sea wall on the first corner. Make sure you come round quickly for the fairly close buoys, however, and if you think you won't make it, don't try. On the third



corner, there are some nasty crates hovering about, just waiting to take you out, so don't start over-estimating your prowess as you speed along at maximum power. On the hardest difficulty level, the steel door just after the second bend opens up, allowing you to take a spanking short-cut through the narrow tunnels. It's pretty difficult, mind.

Port Blue

Almost immediately, you'll find this course gives you a choice of paths. Take the left one through the building for a slightly longer but less difficult path. The white knuckle ride of the right path is also a short-cut on the Hard difficulty level. When you get to the last straight before the final bend, steer close to the ship to avoid the ramp. If you're not careful, this will lose you speed and put you off course.

Twilight City

A horrible nightmare of a course with a veritable minefield of objects to crash into. Actually, you'll have to know the course inside out before you can garner any sort of world-beating time, but there are a couple of things worth knowing: on the first straight, there's a ramp which leads over a wall offering you the chance for a 'groovy' short-cut; and on the second straight, there's a sandbar which can be given a going over without any loss of speed at all. The third straight is self-explanatory, with mines needing to be avoided AT ALL COSTS.

Glacier Coast

The icebergs in the water are the main problem, but with David Mariner, the heavyweight pie-eater, you can cruise through them with little or no difficulty. The lighter skiers will have disastrous problems. The second corner is tricky, with the entire bend covered in a sheet of ice. Take the corner wide to avoid careering off course, then cut back in to scoop past the buoys directly after the bend. The ice platforms leading off the third straight can slow you down considerably, so try to avoid them.

Southern Island

This course has a short-cut on the second straight, where the pier juts out across the water. On the first lap, hit the ramp (after the boards sticking out of the water), then pull back on the stick to gain height and



dive under the pier when you get close to it. On consecutive laps, the water level drops to allow you to take the short-cut without using the ramp. One of the trickiest obstacles is the ship that impedes your progress on the second and third laps, so make your jumps carefully.

HOTLINE TIPS

Game secrets. Oh yes Mama.

Wave Race 64
(Nintendo)

Killer Whales at Southern Island
If you've scored over 35 points before you reach Southern



Island in the Championship Mode, you'll see a Killer Whale swimming near the pier. But – get this! – notch up an overly-respectable 45 points and two baby Killer Whales will turn events into a family affair.

Swimming Penguin at Glacier Coast
A large swimming penguin will appear in the icy waters of the Glacier Coast if you take first place in every Championship Mode round up to that point. Hard, but worth the effort.

Ride the Dolphin
Select Dolphin Park in Stunt Mode. Now, go through all of the rings and complete the following stunts: handstand, spin (ride backwards), stand and somersault, barrel roll left off a ramp, barrel roll right off a ramp, flip off a ramp and then dive underwater from a ramp. If you've done things correctly, the dolphin will squeak when you cross the line. Exit the course and select Warm Up in Championship mode. On the Character Select screen, hold Down on the control stick and press Start to choose your rider. Once you start the Warm Up mode, you'll be riding the silken fin-machine that is the dolphin.

Extra Dolphins
To see a school of baby dolphins, chase after the regular dolphin as precisely as you can. Whatever the little blighter does, you do. On the second lap, you'll notice the dolphin jump the dock after the starting gate. This means you're well on your way. Continue with this game of cat-and-mouse until a baby dolphin appears. Follow his mother a further lap – without hitting anything – and a second baby dolphin will appear.

NB: You *can* access a giant dolphin, but you need to complete the warm-up mode 20 times on the trot. Hard work, but it's there if you want it.



GO! GO!


TIPS EXTRA

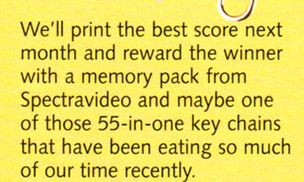
We pack all our reviews with handy playing tips, but a few always slip the net or crop-up later on. In the end, they wind up here, along with our Readers' Top Tips chart and your claims for some extraordinarily high scores. Got something to share? Send it to Tips Extra.

NEW HIGH SCORE!

Jonathan has quickly been acclaimed **N64** champion at *Starfox 64*. Playing the game night and day since it arrived in the office, he's been mastering the art of accumulating the all-important hit score, vital for accessing the game's Expert mode.

The challenge **N64** Magazine is setting this month shouldn't be too hard for those of you already in possession of an import cart. If you can beat it, send in some photographic or video evidence to:

High Score!
N64 Magazine,
30 Monmouth Street,
Bath,
BA1 2BW.



We'll print the best score next month and reward the winner with a memory pack from Spectravideo and maybe one of those 55-in-one key chains that have been eating so much of our time recently.

THIS MONTH'S SCORE TO BEAT:



Starfox 64
156 hits on Level 1, Corneria.

BLAST CORPS
(Rare/Nintendo)

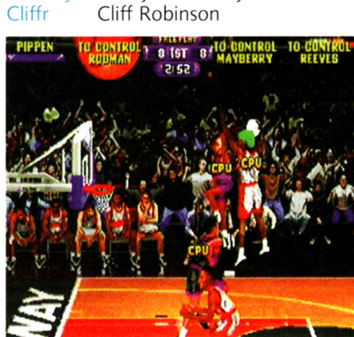
TURBO START
In true *Mario Kart* style, you can achieve a *Blast Corps* turbo start by simply using your ears and fingers in silken conjunction. Press the acceleration button on the last 'beep', just as the light turns green, and you'll more than likely shave precious seconds off round times. Pleasant.

NBA HANGTIME
(Midway)

Surely the most fascinating cheats ever to be printed in **N64** Magazine.

PLAYER DUPLICATES
Improve your teams performance by having duplicates of star players. To access a duplicate, enter their last name and '0000' for the PIN number. All of the duplicate players below use a 0000 PIN.

Name	Player
Ahrdwy	Penny Hardaway
Cliffr	Cliff Robinson
Davidr	David Robinson
Dream	Hakeem Olajuwon
Elliot	Sean Elliot
Ewing	Patrick Ewing
Glennr	Glenn Robinson
Ghill	Grant Hill
Hgrant	Horace Grant
Johnsn	Larry Johnson
Kemp	Shawn Kemp
Kidd	Jason Kidd
Malone	Karl Malone
Miller	Reggie Miller
Motumb	Dikembe Mutumbo
Mourng	Alonzo Mourning
Mursan	Gheorghe Muresan
Pippen	Scottie Pippen
Rodman	Dennis Rodman
Rice	Glen Rice
Smits	Rik Smits
Stackh	Jerry Stackhouse
Starks	John Starks
Webb	Spud Webb
Webber	Chris Webber



HIDDEN PLAYERS
Choose from the selection of non-NBA players below.

Name	Player	Pin
Amrich	Dan Amrich	2020
Bardo	Bardo	6000
Carlos	Carlos Pesina	1010
Daniel	Daniel Thompson	0604
Danr	Dan Roan	0000
Divita	Sal Divita	0201
Eddie	Eddie Ferrier	6213
Eugene	Geer	6767
Jamie	Jamie Rivett	1000
Japple	Japple	6660
JC	John Carlton	0000
Jfer	Jennifer Hedrick	0503
Jonhey	Jon Hey	6000
Kombat	Ed Boon	0004
Marius	(???)	1003
Marty	Martinez	1010
Mednik	Mednik	6000
Minife	Minife	6000
Morris	Air Morris	6000
Mortal	John Tobias	0004
Munday	Larry Munday	5432
MXV	Vinikour	1014
Nick	Nick Ehrlich	7000
Nfunk	Neil Funk	0101
Patf	Patrick Fitzgerald	2000
Perry	Matthew Perry	3500
Quin	Kevin Quinn	0330
Root	John Root	6000
Shawn	Shawn Liptak	0123
Sno	Sheridan Oursler	0103
Turmel	Mark Turmell	0322

ACCESS NUMBER CODES
The following codes are entered at the 'Tonight's Matchup' screen. Use the Turbo button to control the first number, the Shoot button to control the second, and the Pass button to control the third. Let's face it, hit some at random and the chances are something's going to happen.

Code	Result
025	Baby Sized Players
048	No Music
111	Tournament Mode
120	Fast Passing
273	Stealth Turbo
284	Maximum Speed
390	No Pushing
461	Unlimited Turbo
552	Hyper Speed
610	No Codes Allowed
616	Block Power
709	Quick Hands
802	Maximum Power
937	Goal Tending

SEQUENCE CODES
When the screen switches from Team Select to Tonight's Matchup, enter these codes. The code box should flash if you do them correctly. Again, chances are, some random button scrabbling will produce something, but here's a full listing anyway.

Code Hold Up, press Turbo and Pass at same time
Result Big Heads
Code Up, Up, Pass, Turbo
Result Huge Heads
Code Rotate D-Pad clockwise starting with Up
Result Shot Percentage On
Code Left, Left, Pass, Turbo
Result No Tag Arrow
Code Down, Down, Shoot, Turbo
Result No Drift
Code Hold D-Pad Right and press Pass, Pass
Result No CPU Assistance
Code Hold Left, press Turbo twice
Result Rooftop Jam

HIGH SCORE WINNER!

Ladies and Gentleman, we have a winner. Mr Roger Vance form County Down is not only a master at *Wave Race 64*, he's also a bit nifty at taking photos of the TV screen.

Zy's Challenge Time, Wave Race, Sunny Beach course 1' 07"669

Roger's time 1' 06"982

Congratulations, Roger, a Super Pad Plus is on its way to you. Sorry to all those readers with a UK copy of *Wave Race* – your times will be significantly slower due to the slightly dicky Pal conversion.

I'M THE BEST!

Your feats of N64 daring

I beat your *Wave Race* score on Dolphin Park. Mine's 16778. Not bad, eh? (Sorry about the photo, though, I forgot the flash.)
Adrian Brace, Haverfordwest

Congratulations, Adrian. And photographic evidence, too, to back up your claim. Most galling. **Ed**

My best times on *Mario Kart*:
Mario Circuit 01'18"87
Noko Noko Beach 01'28"91 (lap 29"31)
Kinopio Highway 02'38"34 (lap 52"25)
Yoshi Valley 01'48"38 (lap 35"06)
Bruce Duthie, Glasgow

That's a fine time for Mario Circuit, but what are you doing Time Attacking Kinopio Highway? It's a pretty dull course even in multi-player mode. **Ed**

Find enclosed pictures of my best times on *Blast Corps'* Skyfall level (00:03.1) and *Mario Kart's* Luigi Circuit (01'46"97, best lap 00'34"95).
Roger Vance, County Down

So, not content with winning the High Score compo, eh? **Ed**

My best time on *Mario Circuit* is 01'31"74. This is nowhere near as good as yours but I can't find the shortcut. Could you please show it in more detail next issue?
Jon Rimmer, Southsea

We'll be doing a full guide to Mario Kart (including all the short cuts for all the courses) next issue to coincide with its UK release. **Ed**

READERS' TOP FIVE TIPS

Tips discovered by you, our readers, continue to pile into the office in commendable numbers. There's a disturbing tendency for people to send us tips we've already printed, but in amongst the also-rans are a couple of real gems.

This month's Controller Pak winner is Jonathan Ashby, with this quirky little cheat for *Pilotwings*. Congratulations to you, sir. We would have printed the diagram you sent us but it was too scary. Well done to everyone else who got a position in this month's chart – exclusive N64 pin badges are on their way to you.

1 Pilotwings
Driving in a Gyrocopter? Tish, that's child's play. Teleporting around the USA, now that's really something.

There are two teleports, and they work both ways. In San Francisco, if you enter the green building using the left-hand door, turn right and exit through the left-hand door, you'll find yourself in New York. In Toronto, if you enter the hangar you'll find yourself exiting in Florida. Both teleports require you to use the Jet Pack, and they'll save you time and fuel travelling between cities. Cool, eh?
Jonathan Ashby, St Neots



2 Super Mario 64
Triple Jump from the main door into painting that leads to the Wet Dry World. The water level will now be very high, making it very easy to talk to Pink Bomb.
J Deakes, Doncaster.

3 Wave Race 64
You can do flips and barrel rolls on the island sand banks (Drake Lake) and on the ice sheet (Glacier Coast), which is handy for building good scores in the stunt mode.
Chris Redit, St Albans

4 Super Mario 64
Go to the third tree from the waterfall at the start and handstand on it to get an extra life. Now go into the castle and back out again – you can now collect another extra life in the same way. This process can be repeated infinitely.
Paul Howard, Salford

5 Super Mario 64
If you want a speedier method to stand on all four pillars (Shifting Sand Land), use the Koopa shell and skate up them. I can manage a time of 30 seconds from shell to inside the pyramid this way. It's a lot faster than the Wing Cap method I've seen printed as the solution.
Chris Chadwick, Gresford

YOUR TOP TIP

Found an interesting cheat, tip, secret bit or quirky thing to do in one of your games? Then send it to us immediately! Each month we'll compile a chart of the best and if you make it in, we'll send you out a rather flash N64 pin badge. If you get the coveted Number 1 slot we'll send you something just a little bit special. Don't send us stuff we've already printed, though, it makes James cross.

HERE'S MY TOP TIP...

It's for [game name]:

And I've found that if you:

Name ....

Address ....

....

....

....

Post code ....

Send to: Tips Extra, N64 Magazine, 30 Monmouth St, Bath, BA1 2BW
If you don't want to cut up your magazine send a photocopy instead, and continue on another bit of paper if you run out of room.



Hello, readers! Out of the 11,950 letters we've received this month, 11,914 have been from the embittered owners of £250 N64s. There's more about that earlier, in Planet 64. Meanwhile, here are the other 36 letters we've been sent. Do write in if there's anything N64-related on your mind.

Write to us at:
Club 64, **N64** Magazine, 30 Monmouth Street, Bath, BA1 2BW
Fax: 01225 732275
e-mail: n64@futurenet.co.uk
Any letters printed win a prized N64 Magazine badge!

"Taking the biscuit"

N64 STAR LETTER

I don't want to get into the "my console's better than yours" debate, but it's crystal clear that Sony made THE Games look very foolish indeed when they cut the Playstation to £130 just three days after the N64 was released. Nintendo have responded well by cutting the N64 price down to £150. We know all about 'early adopters', but… c'mon – a 40% price reduction within two months of launch is taking the biscuit. I imagine anyone who bought the N64 at £250 will be feeling more than just a bit gutted.

How could THE Games have been so short sighted? They thought they could suck dry their first wave of consumers and get away with it – and I'm sure that they've more or less succeeded – but I'm afraid that in the long term it's exactly this sort of contempt for loyal customers that continues to undermine confidence in Nintendo as a company.

Nintendo have a great machine, thanks to Silicon Graphics, and they have great games to complement their console. But unless they start to show some respect for the consumer then they'll never really be anything but a distant second place to Sony.
Van Dieu, via e-mail

That pretty much sums up the tone of the 11,914 other letters, e-mails, faxes and phone calls we've had on the subject of the N64's price cut. Our shoulders are damp with your tears. **Ed**

"Oh joy, oh joy"

So, March 1st has been and gone. The agonising wait was worth it. I must admit, I was so excited when I went to pick up my N64, I ran home from the shop and straight through the front door (I didn't even bother to open it), and proceeded to unpack my new pride and joy. After several seconds, I had the machine up and running with *Super Mario 64* in the slot. Oh joy, oh joy, to have such amazing graphics on a home console!

And to think this is just the beginning. The potential of the N64 is unimaginable. Just wait until the software developers 'get to know' the machine's true capabilities. The excitement is just too much! Imagine what the graphics are going to be like in *Turok 2*! The first *Turok* blew me away – the speed was perfect, and the dinosaurs… blimey! They make the dinos in Jurassic Park look like rubber models! How can *Turok 2* improve on this? I'm getting scared, really scared!

If I was married, I'd divorce my wife and marry my N64. And as I'm not married, I think I'll marry my N64 anyway. Anyone fancy being my best man?
NintenDave (name changed by deed poll), London

Blimey. Calm down. And get some frozen peas onto that black eye, or no-one'll marry you. **Ed**

"Tempting her"

Who are these James Ashton and Tim Weaver people? Are they more old *Super Play* reviewers that slipped my notice while I was reading my back issues? If not, replace them. How about Matt Bielby and Lisa Nicholls? And if Lisa doesn't want to come back, try tempting her with copies of *Pop'n Twinbee* and, most importantly, *Syo the Seal* on the SNES. And you must, you really MUST bring back Helen McCarthy to do a page or two on anime.
Max Henderson, Twickenham

You've got to let go, Max. Super Play *is no more. Lisa is happy among her retired puppies, and Matt now only plays video games secretly at home, on his own, where no-one can see how rubbish he is at them.* **Ed**

"Effectively undercut"

Everybody knows that while we pay £250 for our PAL N64s, the Americans pay only $200, considerably less. (*$150 now, actually* – Ed) I've been thinking that if an American mail order company stocked up on PAL machines, they could sell them to us overseas at the same price as NTSC machines. This would mean big business for them and a chance for British punters to get their hands on the machine for a fair price. With the legitimate market effectively undercut, Nintendo UK would be forced to bring their prices down to a more reasonable level. This sounds pretty good to me, but will it all come true?
F Huntley, Ashtead

Brilliant! But… no. Can you really see Nintendo supplying PAL machines to American mail order companies at American prices, forcing themselves to reduce their prices here in order to compete with, er, themselves? No. **Ed**

"Can't understand"

About a year ago I saw a games console called an Atari Jaguar which Atari claimed to be 64-bit. When it was released, hardly anyone was excited. But when the Nintendo 64 came out it was on TV and in a few of the papers. And when I went down to Comet the N64s were all sold out. I can't understand why. Both the Jaguar and the N64 are 64-bit. Why is everyone going mad about one and not the other?
David Cooper, Newport

An excellent question. The '64-bit' side of the Nintendo 64 is actually only a small part of making it such a great machine. Far more important are the Silicon Graphics processors, which allow it do do all those amazing 3D things, and the support of fine software developers like Komani, Acclaim and Nintendo themselves. The Jaguar might have a 64-bit processor, but its graphics hardware is relatively primitive and it's only got one decent game – Tempest 2000. *So no-one's interested in it.* **Ed**

"This championship"

In the first issue of N64 you told of a *Mario Kart 64* championship concerning the Mario Circuit track. Having followed your tip for a short cut, I've managed a time of 1'18"87. Slightly pleased about this, I phoned up the Nintendo Hotline to find out more about this championship. If Nintendo themselves were reaching times of 1'17", I thought that I must be in with a chance of winning one of those golden controllers.

However, this Chris character that I spoke to at the Hotline said that he couldn't tell me anything about the game, never mind the championship.

You said Nintendo love us 'early adopters' of import machines. Yet the Hotline, it seems, doesn't. Nevertheless, I thought I'd write to you, the Editor, since you seem as enthusiastic as me about this game.
Bruce Duthie, Glasgow

Some unfortunate misinterpretations, here. First, the Mario Circuit competitions are only being run in America and Japan, as they're the only places where Mario Kart has been officially released. We know of no plans to do something similar here. Second, the Nintendo Hotline can't help you with import games, as, being an official outfit, they're only geared up to help with official UK games. And third, Nintendo love early adopters if they go out and buy their official PAL machines, but they despise people importing machines from abroad as it throws out all their plans. Nice Mario Circuit time, though. **Ed**

"Thinly disguised"

I'm in the development business myself, mainly dealing with conversions from one platform to another. The thing that takes up most of the time in a skew to a different platform is the amount of re-rendering of useless intros and boring in-game videos. On a PC game the actual game code takes up around 300K to 500K; the rest is eaten up by graphics and sound. If you look on a CD and see how much data is actually on the disk, you'll find that only a fraction of the disk is used. On some games it's impossible to see the data as it's so small.

Now, with the so-called limited memory available to the N64, developers will have to write a game that's actually playable rather than a thinly disguised, poor quality effort shrouded in useless streamed video. It reminds me of the good old days, when the humble Spectrum had some really great games (and some really bad ones) squeezed into a minuscule 48K. You had no memory for flashy graphics, so the programmer had to work on the gameplay rather than the graphical content. I know it might be my nostalgic, rose tinted glasses giving me a better-than-it-was view of things, but I still play those games on my Spectrum emulator and a lot of them are still really playable. *Mario 64* is a great example of this – forgive me – 'old' style game – a really playable game that gives you freedom to explore and to play it how you like. If *Mario* had appeared on the PC first, what would it be? You'd probably be greeted with a half hour long intro showing Mario buttoning up his dungarees and the game itself would only be half as playable.

If these animations are really needed they can be done with the engine that runs the game. Apart from some of the special effects, all of it is achievable. It just takes a little more effort, which some publishers aren't willing to spend time on. I'm a games artist, and I know what goes into a game, but I would rather spend another month on animating the game's characters than doing an intro that, after showing your friends how great it looks, will never be seen again. You could use the in-game character animations, string them together and make an entertaining intro, that way.
Andy Noble, via e-mail

Which is just what Starfox 64 does to tremendous effect. It's a game packed with atmosphere, storyline and little link scenes, but all of it's done using the game's standard graphics in real time – there's no pre-rendering at all. So you're right. **Ed**

We've been getting letters at the rate of about four bazillion a day, so sorry if yours couldn't be fitted in. Do keep writing. That address again:
Club 64,
N64 Magazine,
30 Monmouth Street,
Bath,
BA1 2BW.

BONUS THOUGHTS

It would probably be a good idea to let readers send in their drawings.
Peter Freeman, Leicester

Did we say you couldn't? On the contrary. Pictures from artistically inclined readers would be positively welcomed, and we'll print any really good ones. **Ed**

Is is possible to buy **N64** Magazine binders to keep the issues in?
Shane Roberts, Spalding

This is probably one of those unsatisfactory cases of 'If enough readers write in requesting them, we'll do some'. **Ed**

How did you get letters in the first issue? Were they fake? (Be honest.) Somebody comments on the cover. How have they seen it?
Lee Bolton, Grimsby

Fake letters? You must be thinking of other magazines. All the ones in our first issue were from readers of GamesMaster and Edge who'd spotted that we were working on **N64** *Magazine. And our first cover appeared in GamesMaster a few weeks before the issue came out. So ner.* **Ed**

Who's this Marcus Hawkins character? I've seen him review *MK Tragedy*, but he's not in Team 64.
Nick Sizer, Twickenham

He is now. **Ed**

DREAM ON

You all moan enough about games not being everything you'd hope for. So here's your chance to tell the world's developers exactly what they should be doing.

MARIO 5-A-SIDE
Liking football but also liking *Mario*, I'd like to see *Super Mario Five-a-Side Football 64*. You'd choose your players from Mario, Wario, Yoshi, Kirby, Luigi, Bowser, Zelda, Donkey Kong, Princess and Mushroom. Then you'd choose from different pitches. Bowser's pitch would be made out of rock with lava that squirts about and burns you if you touch it. Mario's would have power-ups which made you go faster or slower, and there'd be bombs to throw at the opposition and shells to surf on. That's my dream game.
David Copley, Sheffield

We like that one, definitely. Bowser and Donkey Kong would keep getting put in goal, though. **Ed**

FOUR-PLAYER RPG
I'd like to see an action RPG similar to *Zelda*, but with a four-player option. There'd be four characters on-screen at once, and players could join in when they wanted (characters being controlled by computer at other times). The characters would vary in appearance and skills, e.g., a warrior, an archer, a magician etc. It would be incredibly hard (definitely not for novices) but easy to get in to if you're an RPG fan.
Robert Johnson, Coventry

Sort of like Gauntlet, *then, but with a storyline. A splendid idea.* **Ed**

MORE OLD CLASSICS
I hope they release more of the old Nintendo classics, but highly upgraded like they've done with *Mario*. My personal favourites being *Metroid*, *Illusion of Time* and *Megaman*. (At least *Zelda's* coming!) Maybe they should release some of the old classics on one cart, like *Mario All-Stars*.
Sam Fone, London

What, more old classics updated? Isn't that the last thing the N64 needs at the moment? **Ed**

ALL-ROUND SPORTS
I dream a lot and never get anything done. So, I dreamt up a game for the N64 – an all-round sports game with men and women like this:



It would be lots of sports mixed up, along with stupid commentating. For example, you'd run, and on the way kick balls into goals and shoot other players. Or Formula 1 car racing with a gun and mallet, puncturing and smacking other racers. This would be for one to four players, and there'd be loads of other weird and wonderful sports.
Scott Charles Woods, Chatham

Er... maybe. **Ed**

FIGHTERS MAGIC BLADE WYNDANIA
I thought of a different kind of beat-'em-up where you have full control over a weapon, such as a sword, by using the N64 D-pad to manoeuvre the hand holding the weapon, which would function as a pivot around which you could swing the weapon using the analogue joystick. This would allow an infinite range of slashes and parries. And, oh yeah, a pull on the Z-trigger would be a thrust, and in some sword positions it would allow an extra burst of power into your travelling blade. I don't know what to call it, but *Fighters Magic Blade Wyndania* would be the right kind of stuff.
Emmeline Dobson, Southampton

Several pages of detailed description followed, which we've had to leave out through lack of space. And comprehension. **Ed**

As soon as you wake up, write down your game idea and post it to:

Dream On,
N64 Magazine,
30 Monmouth Street,
Bath,
BA1 2BW.

Exclusive N64 badges for all successful dreamers.



CLUB 64

So tell me this...

In which you write in with supposedly fiendish questions, and we laugh dismissively and answer them with ease. Write to: So Tell Me This..., N64 Magazine, 30 Monmouth Street, Bath, BA1 2BW.

1. Will Nintendo bring out a game like *Sim City* or *Theme Park*? If so, will an N64 mouse be invented?
2. Has Mazza got a surname?
Stuart Millar, Guildford

1. There are actually two versions of Sim City under development: Sim City 2000, a conversion of the PC game of a couple of years ago, which Imagineer are working on, and a new Sim City game for the 64DD, which Miyamoto himself is overseeing. We haven't heard anything about a mouse, but the N64's analogue stick would be a good substitute.
2. Blimey. What a question. We're loath to answer no, and instead ask for experts on Nintendo trivia to write in with any recorded mention of Mario's surname. **Ed**

1. Is *ISS64* being released in America, and if so, when?
2. If it is released, will it be the easy Japanese J-League version, or the tougher European one?
3. Are British controllers compatible with imported US N64s?
4. What about Controller Paks?
5. When will we see a decent Star Wars game on a Nintendo system? The only one I can remember worth bothering with was on the NES, for crying out loud. They all seem to be identical to one another. I mean, *Shadows* just looks like the abysmal *Empire Strikes Back* on the SNES to me. We want *X-Wing vs TIE Fighter* or *Star Wars Rebellion*, not the adventures of bloody Dash Rendar.
John Robinson, London

1. Yep. It's meant to be out in June over there, a little after its May release date here.
2. Hmm. Don't know. It'll probably be identical to the one we get, although the Americans do like their games to be high-scoring...
3. Yep. We haven't had any problems swapping them over.
4. Controller Paks seem interchangable too.
5. Slightly frustrating, isn't it? Trouble is, there probably wouldn't be much of a market for strategy-based PC-style Star Wars games like X-Wing vs TIE Fighter and Rebellion. Instead, console gamers tend to prefer the immediate thrills of games like Shads. Or so LucasArts appear to believe.

1. Why do textures on most N64 games get a fuzzy look to them when you get in close? A good example is *Pilotwings*. Is this a problem with the hardware, or is it down to programming?
2. Why are most N64 games so easy? We completed all my games (9 in all) within one or two weeks. *Mario Kart* took me just over a day!
3. Finally, I would like any information you can give me on getting in contact with games companies, as I've designed a really good computer and board game and I haven't got a clue where to start.
Robert McMahon, London

1. Any machine that uses textured polygons, including the PlayStation and PC, will suffer from things going blocky when you get up close to them. The Nintendo 64 copes better than most, however, by using its much-vaunted tri-linear mip-mapping to replace textures with more detailed versions as you approach them, and also using anti-aliasing to reduce jaggedness on edges – the 'fuzzy look' you mention. Be grateful. A game like Pilotwings on a machine other than the N64 would look a terrible mess.
2. They are a bit, aren't they? The Japanese taste is for relatively easy games – look at the difference between J-League Perfect Striker and ISS64 – so we'll have to hope some tougher ones come along soon.
In the meantime, Nintendo tend to rely on challenges and secret bits to extend playing time. For instance, I challenge you to get two gold medals on every Blast Corps level. Send in a photo of what happens if you manage it... **Ed**

I'm going to America in August and I'm thinking about getting an N64.
1. Do American Nintendo 64s run full-screen on British TVs?
2. Can you buy a universal adaptor so you can play British N64 games on an American console?
3. If you can, would I have to buy it in America or can I buy it over here?
4. Can you tell me of the wires I would need so I could play it on a British TV?
5. How much do Nintendo 64s cost in America? Do they do any special packages over there, like an N64 with some games?
Craig Bailey, Bristol

1. They do. As long as you've got a multi-standard TV, that is. (Most bought recently should be okay.) Otherwise you'll get a black-and-white picture, or no picture at all.
2. Yes. We've tested the one from Blaze and you can read our findings in our Planet 64 section. It looks as if Nintendo will work to progressively exclude such carts, though – Starfox and Wave Race for instance don't work with it.
3. Try calling some of the mail order companies who advertise in **N64**
4. It depends on your telly. If you've got an S-video input, get an S-video cable. If you've got a SCART socket, get a SCART cable (when you get back – they're a European thing). And so on.
5. They're a sickening $149 (about £92 at current rates).

N64 MAGAZINE DIRECTORY

The complete guide to every game we've ever reviewed in N64 Magazine.

How it works

- **The game's name**
- **Its publisher**
- **If it's an import, whether it's a US or Japanese one**
- **A summary of our review**
- **The best tip or cheat, and any issues we've done guides in**
- **The reviewers initials (see below)**
- **Score**
- **The issue we reviewed it in**
- **How much it costs**

EXTREMELY POOR 64

Rank/Amateur Ent. | UK release: Unfortunately | £4 | N64 1 ● 8% ● EB

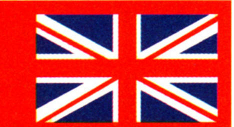
Coming from Rank/Amateur Ent. doesn't bode well for *Extremely Poor 64* and, on witnessing what can only be loosely termed "a gaming experience", you quickly come to the conclusion that this, indeed, is filth from the Devil's own bubbling bowels. Everything reeks, especially the bits with Crusty Man and his *hilarious* drinking routines and countryfied animal-lover Russ and his enormously entertaining teenage girl experience. Awful.

• When you get to the part with the four unqualified writers, listen to what they have to say and then use the load of old cobblers they gabble as a sedative when you're having trouble sleeping.

N64 reviewers

JA = James Ashton	**JD** = Jonathan Davies
MH = Marcus Hawkins	**TW** = Tim Weaver
WO = Wil Overton	**ZN** = Zy Nicholson

UK Games DIRECTORY



FIFA 64

Electronic Arts £60 | N64 2 ● 39% ● TW



This makes you wonder two things. Firstly, how, with all that advanced technical gubbins at their fingertips, EA managed to produce a worse *FIFA* game than the PlayStation's. And secondly, how, in the wide, wide, world of sport, this passed Nintendo's quality control department. The Albanians execute for lesser offences.

● Remember, you only need tap the shoot button once. The delay is terrible but you *will* eventually produce something. Don't press a second time or your shot will fly over.

SUPER MARIO 64

Nintendo £60 | N64 1 ● 96% ● ZN



When other developers first caught a glimpse of *SM64*, they went back to the drawing board with their efforts. The game is sublime – taking everything that's made previous *Mario* titles great and fleshing it out into 3D. Mario himself can do just about anything, the levels are huge, packed with incredible ideas and there're loads of secret bits. The world's greatest video game.

● Loads of tips in our review in **N64**/1.
● '20 most-asked questions', Nintendo Hotline pages in **N64**/1, **N64**/2. Guide in **N64**/2.

PILOTWINGS 64



Nintendo £50 | N64 1 ● 89% ● TW



The first *Pilotwings* split gamers' opinions with its floaty, airbound subject matter. However, this 64-bit refurbishment is likely to have a much wider appeal than the SNES original. Incorporating the sublime talents of flight sim specialists Paradigm and Nintendo's usual playable sheen, *Pilotwings 64* emerges as a supreme example of how to harness the N64's immense potential.

● The four Birdman Stars are situated in the park in New York, inside the Arctic Island's waterfall, in a cave on Crescent Island and on the bridge-shaped rock on Holiday Island.

TUROK DINOSAUR HUNTER



Acclaim £70 | N64 1 ● 91% ● TW



Replacing *Doom's* cyberdemons with screen-filling dinosaurs, cranking up the violence to ludicrously bloody proportions and adding a series of breathtakingly devastating weapons, Acclaim/Iguana have produced – yes – a monster. A phenomenally good game which really shows the technical gulf that exists between the N64 and the other consoles.

● At the edge of a platform the screen will dip. Jump here to gain maximum distance.
● Full cheat listing Tips Extra **N64**/2.

SHADOWS OF THE EMPIRE

Nintendo £55 | N64 1 ● 78% ● JA



10 levels of varying game styles which somehow fails to be more than the sum of its parts. The fantastic snowspeeder and space battles are ultimately let down by some lack-lustre *Doom*-style bits and the truly awful speeder bike on Luke's home planet, Mos Eisley. It still has a great Star Wars feel, though and is loads better than the PC's *Dark Forces*.

● To see the end sequence, enter your name as _Credits (case sensitive). 'Amusing' credits appear with the game difficulty set to 'Jedi'.

WAVE RACE 64



Nintendo £55 | N64 2 ● 90% ● ZN

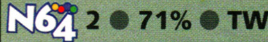


Breathtaking water-based racing is the order of the day in Miyamoto's astounding *Wave Race*, with the N64 once again proving its mind-expanding capabilites. Thoroughly realistic water effects, a scintillating two-player speedway and the possibility of trying your hand at Lee-Majors-style stunt work, make this easily as enjoyable as *Mario Kart 64*.

● To achieve the Helicopter stunt and 1700 points, when you're on the ramp, turn sharply in a Left/Up direction and then hold Down to pull off a sideways flip.

Import Games DIRECTORY

HUMAN GRAND PRIX

Human  **UK release:** Winter 1997  N64 2 ● 71% ● TW

Although never coming up to the standards of the PlayStation's *Formula 1* – inexcusable, really when you consider the extra power available to the programmers – *Human Grand Prix* provides a throughly entertaining bash at F1 driving with beautiful handling and a plethora of options. Shame about the horrendous pop-up, though.



- To benefit fully at corners, don't use the brake, just stab at the accelerator.
- For an example of a course layout, read our review in **N64**/2.

BLAST CORPS



Nintendo  **UK release:** TBA — N64 2 ● 88% ● JD

Only about once in five years does a completely original game turn up, and *Blast Corps* is that game. It's incredibly good fun, placing you in charge of a fleet of demolition vehicles and compelling you to clear a path for a runaway nuclear missile carrier. Techinically it's N64 through and through and, coming from the mysterious Rare, it's British too. The only snag: it doesn't take long to see all of it.



- Try parking your vehicle against a building in such a fashion that the bloke can't get out, and then hold Z. After a second or two the building'll explode.

J-LEAGUE PERFECT STRIKER



Konami — **UK release:** June (as *ISS64*) — N64 1 ● 89% ● TW

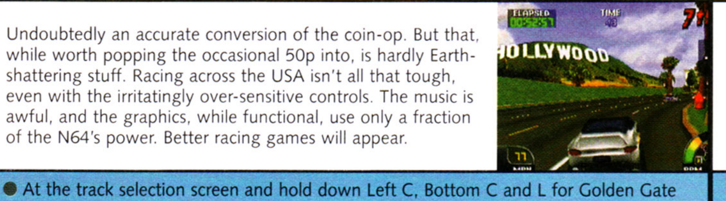
Konami prove their footballing dominance with a magical footballing sim, combining breathtaking animation, a plethora of fantastic moves and some outrageous goals. *Perfect Striker* is as close to The Beautiful Game as any computer game has ever come. In June it becomes *ISS64* for its UK release. Goal Lazo, as some would, no doubt, moot.



- Learn how to use the 'kick-ahead-and-run' button (Bottom C) both for attacking and catching opposing players.

CRUIS'N USA

Midway  **UK release:** TBA — N64 1 ● 34% ● JD



Undoubtedly an accurate conversion of the coin-op. But that, while worth popping the occasional 50p into, is hardly Earth-shattering stuff. Racing across the USA isn't all that tough, even with the irritatingly over-sensitive controls. The music is awful, and the graphics, while functional, use only a fraction of the N64's power. Better racing games will appear.

- At the track selection screen and hold down Left C, Bottom C and L for Golden Gate Park, top C, right C and L for Indiana, or Right C, Bottom C and L for San Francisco.

KILLER INSTINCT GOLD

Nintendo — **UK release:** May — N64 1 ● 62% ● ZN

The *KI2* coin-op met with great success, and this is a perfect conversion of it. *But KI Gold* is a game from a previous era of beat-'em-ups, with its 2D characters, and it suffers from an over-reliance on pulling off fancy combos. Wait for a better fighter. (See 'Saturday Fight Fever' a full preview of all the N64's up-and-coming beat-'em-ups in **N64**/2.)

- End any combo with HCB, F+QK as a finisher. This should pull off Maya's enormous Mamouth Fatality.

DORAEMON

Epoch  **UK release:** Unlikely — N64 2 ● 60% ● TW

Just as its predecessors tried and failed to turn *Mario* into a blue atomic cat, so too does the latest *Doraemon* game try to bring a touch of feline magic to a *Mario 64*-like universe. Sadly, things turn out to be slightly linear, slightly confusing and all-too-tedious. Perhaps more suited to your younger brother or sister.



- Once you've beaten the missile in the car chase, race him again and beat him for a secret prize. Do it again and you'll win yourself a green crystal.

KING OF PRO BASEBALL

Imagineer  **UK release:** Unlikely — N64 1 ● 68% ● TW

The players are super-deformed and cute, and this initially proves tremendously entertaining. If you can fathom the copious Japanese menus, that is. Eventually, though, the too slow runners and the super-skillful CPU opposition will begin to get you down.

- Create duplicates of star players by entering 0000 as your PIN, and then type in your name as the name of the player. (Try his first name, or first name + initial of surname.)

THE GLORY OF ST ANDREWS

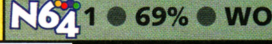
Seta  **UK release:** Unlikely — N64 1 ● 58% ● TW

The N64's first golf game lacks any redeeming features. A ropey graphical engine – inducing a certain sense of 16-bit déjà vû – and an only partially successful use of the analogue stick as a virtual club. A hugely disappointing golfing debut.



- Use the Player Configuration screen to customise your player's clubs for the course you're about to play.

MAH JONG MASTER

Konami  **UK release:** Unlikely  N64 1 ● 69% ● WO

If you've never played mah jong, this would be a very tough way to learn, with its copious Japanese text. If you have, though, it's a jolly good rendition, with a selection of computer personalities to play against and some weird Japlish intro screens.



- If you have a melded triplet, says Wil, and draw the fourth from the wall, you may declare 'kong' and add it to your triplet to make a melded four.



GO! GO!



MARIO KART 64



Nintendo |  UK release: June | N64 1 ● 91% ● JD

Mario Kart 64 had a lot to live up to, what with the SNES's *Super Mario Kart* being one of Nintendo's all-time most-loved games. But, bless it, it just about pulls it off, with a whole new world of 3D courses and more complex and subtle kart handling. A variety of modes means it never gets boring, and the four-player split-screen mode is rivetting. A vital purchase.



● Press and hold the accelerator button just as the blue start light comes on. This should give you a turbo-start.

MORTAL KOMBAT TRILOGY

Midway | UK release: TBA |  N64 1 ● 34% ● MH

We're bored of *Mortal Kombat* now, given that it's barely changed over the years and has long-since been superseded by the likes of *Tekken* and *Virtua Fighter*. And it has to be said, this N64 conversion is the final straw. The sound, for one thing, is awful and the animation is, unbelievably, worse than the PlayStation's. Please leave this game alone.



● For unlimited credits, press D, D, U, U, R, R, L, L on the story screen. When you next lose a battle you'll find you're in Freeplay.

NBA HANGTIME

Midway | UK release: TBA |  N64 1 ● 52% ● JD

Technically, an excellent continuation of the NBA Jam series, with huge (albeit 2D players), great animation and sheaves of special moves and secrets. It is, however, basketball at the end of the day, and thus consists of running backwards and forwards, endlessly scoring baskets. Until you fall asleep. We'd rather play a decent football game.



● Create duplicates of star players by entering 0000 as your PIN, and then type in your name as the name of the player. (Try his first name, or first name + initial of surname.)

WAYNE GRETZKY'S 3D HOCKEY

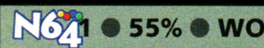
Midway | UK release: TBA |  N64 1 ● 70% ● JD

Ice hockey arcade-style, with violent collisions, an absurdly fast-moving puck and excellent 3D graphics. Wide-ranging options allow you to play anything from rules-free 3-a-side in a reduced rink, to a proper five-a-side simulation with infractions a-plenty. There's not a great deal of subtlety here, but the four-player game is tremendous.



● On the options screen, hold a C button and press R. 16 zeroes will appear at the bottom of the screen. Alter these using the C buttons to change your players' appearances.

WONDER PROJECT J2

Enix |  UK release: Unlikely |  N64 1 ● 55% ● WO

You'll have to be either Japanese-speaking or very 'special' to be able to get to grips with this weird adventure. And when you do it's not all that great. You've got to guide a robotic girl through various 'life' situations with the overall aim of helping her realise her dream of becoming a real person. Which is, you know, nice.



● If Josette flies into a temper and won't co-operate, try winning her back with a 3D pudding. (Er, according to Wil.)

NUMBERS

Games released officially in the UK (ones given English text and optimised for Britain's PAL television system) are either distributed through THE (Nintendo's representative in the Britain) or another games publisher with a base in this country. It's not necessarily the game's developer or original publishers who release the game here. For instance, the Japanese publisher Imagineer have a lot of their games distributed by Ocean in the UK.

Below is a list of all the UK publishing companies who have either released games for Nintendo systems in the past or who have N64 titles definitely in the pipeline. There's a contact number next to each.

Acclaim	(0171) 344 5000	**Infogrames**	(0171) 738 8199
BMG	(0171) 973 0011	**Interplay**	(01628) 423666
Codemasters	(01926) 814132	**JVC**	(0171) 240 3121
Core	(01332) 297797	**Konami**	(0189) 585 3000
Datel	(01785) 744707	**Ocean**	(0161) 832 6633
Eidos	(0121) 625 3366	**Psygnosis**	(0151) 28 3000
Electronic Arts	(01753) 549442	**Telstar**	(01932) 222232
Fox Interactive	(0171) 878 3000	**THE Games**	(01703) 653377
Gametek	(01753) 854444	**THQ**	(01372) 745 222
Gremlin	(01142) 753423	**Titus**	(0171) 700 2119
GT Interactive	(0171) 258 3791	**UBISoft**	(0181) 941 4004
HudsonSoft	(0181) 536 1153	**Virgin**	(0171) 368 2255

Web site of the month

N64 Headquarters
www.n64hq.com/



Another top quality American N64 site. All Nintendo 64 life is here – the latest screenshots, tips, news and, of course, rumour. The site is well designed with a minimum of fussy graphics to load and slow down your browsing activities. Of course, you can't read it on the bus/toliet/beach, but that's the problem we've found with the Internet as a whole.

Rumour, tall tales and plain lies abound in the murky world of the Internet. But, if you've got the technology, you might also find some interesting N64 gems on a couple of these web sites.

NINTENDO-RELATED AND UNOFFICIAL SITES

Nintendo Power www.nintendo.com/
Nintendo Japan www.nintendo.co.jp/
Next Generation www.next generation.com/
Game Japan (A weekly Net magazine) www.rcp.co.jp/recca/
n64.com www.n64.com/
N64 Headquarters www.n64hq.com/
Nintendojo members.aol.com/
N64 Gazetta (UK site) newview.ashpool.com/n64/
Nintendo 64 Power www.n64power.com/
Die Hard Game Fan www.gamefan.com/
Hype (multi-format site) www.hype.se

GAME COMPANY SITES

Activision www.activision.com/
3D Realms www.apogee1.com/
Argonaut www.argonaut.com/
ASCII www.asciient.com/
Atlus www.atlus.com/
Bethesda www.bethsoft.com/
Blizzard www.blizzard.com/
Boss www.bossgame.com/
Capcom www.capcoment.com/
Crystal Dynamics www.crystald.com/
Data East www.dataeast.com/
Eidos www.eidosinteractive.com/
Electronic Arts www.ea.com/
Enix www.marinet.or.jp/com/enix/
Epic Megagames www.epicgames.com/
Gametek www.gametek.com/
Graphics School http://204.174.42.103
GT Interactive www.gtinteractive.com/
GTE www.im.gte.com/
Hudson www.hudson.co.jp/
Human www.human.co.jp/
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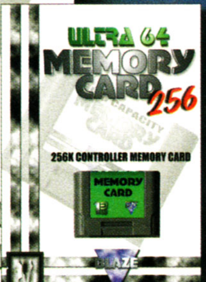
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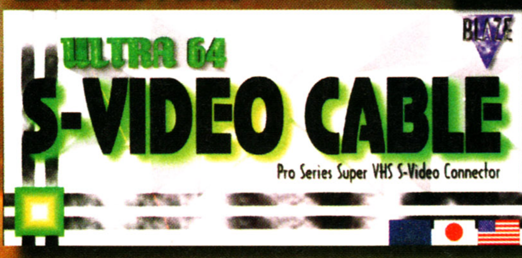
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The Nintendo 64 comes from Japan, as do most of its best games. But Japanese games developers are an intensely secretive bunch of fellows. N64 Magazine penetrates their keypad-secured steel doors.

LAND OF THE RISING FUN

by Mark Ramshaw

inside Japan's games industry



Japan is responsible for most of the N64 games we enjoy best here in the West. And yet it's governed by radically different market forces and influenced by a culture wholly different from our own. As a result, its developers design and code games in a very different way to their British and American counterparts.

From the early days, when Nintendo attempted to emulate the game styles of the US console and coin-op manufacturers, the company has been instrumental in creating a new breed of video gaming. Mario creator Shigeru Miyamoto has paved the way for a far more imaginative, irreverent and immersive style of gaming that's now evident in so many games that emerge from the Far East, be they from Nintendo or independent developers like Hudsonsoft and Konami. It's ironic, really, given that traditional Japanese culture looks down on frivolous leisure time.

Just as Japanese developers can take much of the credit for the popularity of the original NES and the SNES, so the success of the Nintendo 64 will be due, for the most part, to the labours of love emerging from these creative hotbeds. Join us as we cast a beady eye over the Japanese games industry, taking in the past glories, current activities and potential of every single one of these developers, from Nintendo itself right down to newcomers such as Treasure, and even those yet to officially admit they're working on N64 games.




Konami
Human
Hudson
Imaginee
Capcom
CHUBU
KANTO
LAND OF THE RISING SUN



Nintendo and Japan
The story so far

From its humble beginnings, the Japanese games industry has been created to Nintendo's design. It was Nintendo that saw a fresh market there for the taking, first in the coin-op arena, and then again in the home console market, with its NES (or Famicom) machine, in 1983. By this time several home entertainment systems were available, including the Intellivision and the MSX, but it was Atari's 2600 that had become the dominant format. A surplus of titles, nearly all of poor quality, was soon to kill off the Atari, however, allowing Nintendo to step in.

Even then, NCL president Hiroshi Yamauchi realised that a cheap system not only brought bigger sales, but made the main unit secondary to the software. So it made brilliant business sense for Nintendo to initiate a licensing program that enabled the company to exercise complete control of NES cartridges, taking a royalty cut of around 20 percent on every third party title. Namco and Hudson were the first to sign up, with Konami and Capcom following soon after. These privileged developers were initially allowed to produce the cartridges themselves, but it wasn't long before Nintendo removed that right. All production, it was decided, would be handled solely by Nintendo.

Yamuachi even structured the licence so developers had to order a minimum of 10,000 cartridges with payment required upfront. This meant that even if a title didn't sell, Nintendo would still make a profit on the deal. While such practices incensed third parties, they had no option but to sign up if they wanted to jump on the NES bandwagon. Cartridge rationing (during the chip shortages of the late '80s) and even a limit on the number of games any developer could release in a year were all eventually added to the already restrictive contract.

Sega's success with the Megadrive/Genesis system came as a genuine surprise to Nintendo, so some ground was lost before the arrival of the 16-bit SNES. This meant that Nintendo had a harder time gaining the lion's share of the market (although 2 million SNESes were sold in Japan in the first six months alone), and consequently had to loosen the stranglehold on developers. Most NES developers signed up again to work on SNES software, this time without the restrictions on developing for other systems, and sometimes even with the freedom to manufacture their own cartridges.

Although Japanese-centric games based on Go, Pachinko and other Eastern pastimes were already popular on the NES, it was with the arrival of the SNES that the differences between Japanese and Western games became most pronounced. The improved graphics capabilities of the machine gave rise to lots of anime-influenced games, many family-orientated titles (using cute graphics, female characters), and a plethora of near-impenetrable role-playing or adventure games. Indeed, although the RPG concept was introduced to Japan by a Westerner, they have become the dominant style over there, exploration-based gaming appealing to the Japanese more than the violent designs European and Americans come up with.

Now, not only does Nintendo face competition – faltering though it is – from Sega's Saturn, but there's also the threat posed by Sony. While the Japanese electronics giant was once an ally – producing the sound chip in the SNES and even working for a while on a SNES-compatible CD-based console – its PlayStation is now the N64's biggest competitor. But while Sony's policy of saturating the market with games has ensured strong sales of its system, Nintendo's more selective release policy has already given its machine the upper hand in terms of quality.

The gulf between Eastern and Western games styles looks set to continue with the N64. Already there are a great many oddities in Nintendo's Japanese release schedule, games that will never see the light of day in Europe or America. Granted, some won't make it over because Nintendo of America tends to pick only the better titles from its mother company's line-up, but most won't make it because horse-racing, mah jong and weird anime adventures haven't got a hope in hell of crossing the cultural barrier. But alongside such oddities, there are some incredibly inventive titles under development, with graphical and gameplay styles that could only ever originate in Japan.

Time to see what Japan's N64 development community has up its rather baggy collective sleeve, then.



JAPAN The Developers

Nintendo

The big cheese, home of the Mother Brain (that's Hiroshi Yamauchi to you and me), and employer of the best games designer in the world, Nintendo has a reputation for quality software that remains high above that of even its best third-party licencees. Aside from a few notable exceptions – *Donkey Kong Country, Tetris, Starfox* (although that was a sort of halfway affair, with UK based Argonaunt providing the 3D engine and NCL adding everything else) – the very best games for Nintendo systems have always come from Nintendo itself. Having already established supremacy with *Super Mario 64, Mario Kart 64* and *Wave Race 64*, the challenge is now to maintain the lead, showing the way and setting the standard for other developers to aspire to.

Much of this responsibility falls on Shigeru Miyamoto's shoulders, as he oversees key titles such as *Starfox 64* and the mammoth *Legend Of Zelda 64*, now looking set for a standard cart release prior to a 64DD incarnation. And the buzz is already building on the next *Mario* outing: *Super Mario RPG 2* (also for the 64DD), which will hopefully prove somewhat more expansive than the original inventive-but-shortlived Square-penned SNES version. There's also the promise of a *Mario Paint* on DD next year, though the shamelessly 2D *Yoshi's Island 64* should appease *Mario* fans well before that. No word on a new *Metroid* adventure yet – the team are still hard at work on *Pocket Monsters 2* on the Game Boy – but lots of other games – from *Sim City* to *Tetris* – are getting a revamp for their N64 outings. The second of these will be released as *Tetrisphere*, although it's actually being coded by US programming outfit H20. There's also a new *F-Zero* game in the pipeline, even if *Wave Race* did swim in vaguely similar, er, waters.

Kirby's Air Ride seems to be back on schedule, with a release in Japan as early as this summer being talked about. And there's also the mysterious *Climber, Buggie Boogie* (developed by graphics house Angel and strangely quiet of late), 64DD design package *Creator* (actually written by Brits Software Creations), and eventually *Pocket Monster 64DD*. Finally (for the moment at least) there's *Jungle Emperor Leo*, produced in tandem with animation house Tezuka Production (studio of the late Osamu Tezuka, creator of Astro Boy), and another collaboration with Rare called *Dream*. Not much about *Dream* is known beyond the title, other than NOA chairman Howard Lincoln's claim that it'll do for the N64 what *Donkey Kong Country* did for the SNES (and we'll have much more in a couple of issues time). But Leo (or Kimba if you ever caught the Westernised version) is far more important than you might realise. The adventures of the little white lion cub were recently in the news when Disney's *The Lion King* came suspiciously close to duplicating the 25-year-old anime's storyline. Not that important, you may think, but when you realise the enormous popularity of the cub's adventures in Japan, you begin to realise the sort of mega hit Nintendo would have on their hands if they got it right. Needless to say, Miyamoto is again on the case.

What with two *Zelda* games, updates to SNES favourites and some top secret projects on the go, you can't help but be comforted by Nintendo's future plans.



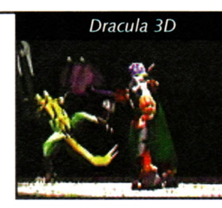
Yoshi's Island 64

Legend of Zelda 64

Star Fox 64

GO! GO!

Konami


Dracula 3D


Ganbare Goemon 5


J-League Perfect Striker

Mah Jong Master

Nintendo developers tend to fall into one of three categories: companies originally set up to publish NES or SNES games, multi-interest companies keen to get a finger in the huge video game pie, and existing names in the world of coin-ops.

Kobe-based Konami is one of the latter. Having started up in 1973 it found its first real success with arcade machines such as *Scramble*, *Frogger* and *Super Cobra* as well as in the hand-held game market. As with many others, it was a deal with Nintendo that led to real profit, sales increasing from $10 million in 1987, prior to the release of first NES offering *Gradius*, to $300 million just five years later. Much of this can be attributed to Western licence *Teenage Mutant Ninja Turtles*, the first game selling 4 million copies alone. Troubled times just a couple of years back now seem to have been overcome, with the Japanese HQ and the Chicago offices now focusing on the next generation consoles, particularly the N64.

The Japanese-centic *Mah Jong Master* has already seen the light of day in Japan, along with top hit *Power Pro Baseball 4* and the brilliant *J-League Perfect Striker*, now getting an official UK airing under the *International Superstar Soccer 64* title. Now they've revealed the highly anticipated *Dracula 3D* (which will no doubt end up over here as *Castlevania 64*), an update of the classic SNES formula that's still some way off, along with a new *Hyper Olympics* game. *Final Round 64* and 3D fighter *Battle Dancers* are also scheduled for release in Japan this year, but it's *Ganbare Goeman 5* which is really turning heads. (There're pics on p23.) It's another updated SNES favourite and takes on *Mario* head-on with a full 3D 16th century Japanese setting to play in.

Konami's general manager Nagata Akihiki has previously indicated that games using traditional Japanese characters such as *Goemon* and *Parodius* are unlikely to make it to Europe (even though he's been wrong with both the aformentioned titles), but the guys at Konami UK are adamant that if *Goemon* comes up to scratch they'll fight for its release over here.

What else can we look forward to from Konami? More updates of classic titles! Watch out for announcements on *Twin Bee*, *Parodius, Gradius, Contra* and even an N64 version of recent RPG release *Suikoden*!

Enix


Wonder Project J2

Established in 1975, Enix has publishing and novelty toy interests in addition to its video game history – hence a staff of nearly 150 and an annual turnover of around 33 billion yen (£170 million). It's Yuji Horii's *Dragon Quest* games (the first of which appeared on the NES in 1987) which have gained most attention – the *Dragon Quest* merchandising machine could keep Enix going indefinitely.

Sadly, after *Dragon Quest VI* (and the updated *III*) on the SNES, Enix has turned its attentions to the PlayStation for the seventh instalment. Nintendo's new machine is to receive support, but there are no plans at the moment to bring the *Dragon Quest* series back where it belongs. Instead, we've had to make do with the interesting but flawed *Wonder Project J2*. Not to worry, though: Enix plans to bring more games to N64 by taking on board and publishing third-party games. The first fruit of this decision is Treasure's *Go Go!! Troublemakers*, which hits Japanese stores at the end of June.

Koei

SNES fans will remember Koei as a developer who specialise in not-very-dynamic wargames, RPGs and strategy simulations like *Romance of the Three Kingdoms*.

Yet Koei actually employ over 500 people worldwide, and rake in something like $150 million a year. Which explains why they've been given an N64 licence. Their strategy-minded development team have only come up with *Mah Jong 64* so far. Historical wargames will follow.

Bandai

Best known over here for Power Ranger toys, this now-global company actually handled Nintendo's UK distribution for a couple of years at the start of the decade, as well as overseeing the Stateside distribution of early NCL products in the '70s. Bandai now pulls in around $1.2 billion a year, with interests in every area from electronics to TV shows to toiletries to being half of Sega!

As for their N64 plans, there's been no word on any games licensed from the Power Rangers (and, if there is, you can expect it to be a hidious American game rather than one based on the original Japanese TV sentai series that Rangers was derived from) or any of their other properties. Instead, gamers can expect *Lode Runner 64*, an update of a legendary but very old platform game from the '80s. The original featured little more than platforms, ladders, and the ability to dig holes, so which direction the update will be taken in is anybody's guess. (*Er, 3D? – Ed*)

Top anime mecha *SLG Super Robot Spirits* is to follow, published under their Banpresto banner, and don't discount the possibility of games based on *Dragon Ball Z* and *Sailor Moon* at some point, either. Don't know what Sega will make of it all, mind.

Epoch

Having failed to do anything particularly interesting with the famous (he's been popular in Japan since just after World War Two) *Doraemon* character in any of his various SNES outings, Epoch are back out of hiding to bring the propeller-headed blue cat to the N64.

But the N64's *Doraemon* game is similarly vaccuous, except with *Mario 64* style viewpoints with which to admire the odd cartoon fella and his magical pockets.


Doraemon

Namco

What began life as a company devoted to operating rocking-horse rides on the roof of a department store in Yokohama flourished as a coin-op manufacturer, with legendary titles such as *Pac Man* (which translates as *Eat Man*, fact fans) and *Xevious*, gaining further weight when it became one of the first two Nintendo licencees.

Since then Namco has published a whole slew of NES and SNES titles, although NCL's decision to remove their special developer status soon after the initial agreement was made started a feud between Hiroshi Yamauchi and Namco head Masaya Nakamura that's never really been resolved. There's no doubt that this is one of the reasons why Namco allied so closely with Sony when the PlayStation was launched. The arrival of the N64 has brought the two Japanese giants together again, with *World Stadium Baseball 64* and supposedly an RPG (although probably not the rumoured *Tales Of Phantasia 64*) both in line for release this year. It's doubtful that we'll see N64 versions of top fighters *Tekken* and *Soul Edge* or the classy car acts *Ridge* and *Rage Racer*, but don't rule out further *Pac Man* adventures. Mark our words.

Hudson Soft

With Namco, Hudson started the third party licence ball rolling with Nintendo, committing to the NES format way back in 1984. Prior to that, Hudson actually worked on Spectrum software, releasing the immortal *Stop The Express* and even a forerunner of *Pang*, the perennial balloon-busting fave. The switch proved to be a wise move – their first NES effort *Roadrunner* selling over a million copies, whereas sales for its computer software version were around 10,000.

It's *Bomberman* that the quietly-brilliant developers are best known for, though, many citing it as the world's greatest multi-player game (not something we're about to dispute – you've not heard cursing untill you've been involved in a heated *HI-Ten* session). There have now been five versions released on the SNES, never really deviating from that original formula too much. All that's about to change with *Bomberman 64*, however, which does more than give the game a new lick of paint. The whole thing has been reworked to feature a solid 3D environment, although Hudson stress that the principle will be the same: to blow up opponents using bombs, environment quirks and a big box of power-ups. Needless to say, this has the potential to be ranked up there with *Mario Kart 64* as a multi-player classic.

Interestingly, a role-playing version has also been mooted, as has the possibility of a multi-player option that goes beyond the regular four N64 slots, with eight, possibly even ten humans fighting it out on one machine at once, as in the Saturn version. "A multitap for the N64 is a possibility," a Hudson spokesman admits. "Remember, we created a multitap before for the Super NES, and look what happened as a result." Quite.

Hudson is also doing its bit for beat-'em-ups with *Dual Heroes*. Incredibly, this is the first 3D beat-'em-up announced for the N64, though with Hudson's trademark slick design, some terrific polygon characters and the promise of spectacularly advanced opponent AI routines, it could well become the benchmark. And that still leaves two sports titles – *Power League 64* (a baseball game) and *Soccer 64* – as well unknown quantity *Touken Road: Brave Spirits* (sounds suspiciously like a platform beat-'em-up to us) and plain unknown *Kindaichi Shonen No Jikenbo* (*File of a Boy Named Kindaichi*). A busy and very probably award-winning time for one of Japan's best loved developers, then. Now, if only somebody could convince them to do a 3D update of *PC Kid*.

Baku Bomberman

Baku Bomberman

Dual Heroes

Kemco

Although they knocked out a fair few SNES titles in their time, including *Dragon View* and *Lagoon*, *Drakkhen*, *Bombuzal* and the *Top Gear* games, many were versions of existing European games.

It's a pattern the publisher is sticking with, with impending releases *Blade and Barrel* and *Top Gear Rally* both under development by Western companies – UK-based Software Creations and America's Boss Game Studios. *Top Gear Rally* looks the most promising, with some amazing scenery and a split-screen mode already in place. But, while *Blade and Barrel* can't boast similarly exciting visuals, it does promise some *Blast Corps*-style destruction. Which suits us, er, down to the ground.

Bottom Up

Fittingly named *Bottom Up* are the developers behind *64 Ozumo*, the Sumo wrestling game premiered on N64 issue 1's video.

Which is probably all you need or want to know, really, given the limited nature of the sport and the fact that not one computer simulation of it has ever been remotely playable. *(Well, there was that Sumo segment in Epyx's Winter Games.* – Wil)



Tecmo

Tecmo were responsible for *Ninja Gaiden Trilogy* and the many incarnations of Japanese football management game *Captain Tsubasu*, but it was *Tecmo Super Bowl* which really got SNES owners going. Some corners of the World Wide Web still devote far too much time and space to promoting this cult sports series.

Which is undoubtedly why work is already underway on *Temco Super Bowl 64*. Bigger news for the likes of us is that 3D fighter *Dead or Alive* seems to be making its way to the N64 – famous for its female character's penumatic breasts, if nothing else. Nice, if you like that sort of thing.

ASCII

Europeans may be unfamiliar with ASCII – a SNES conversion of old Amiga classic *Spindizzy Worlds* and truly appalling versions of the *Dungeon Master* clone *Wizardry* are all you might have seen of them.

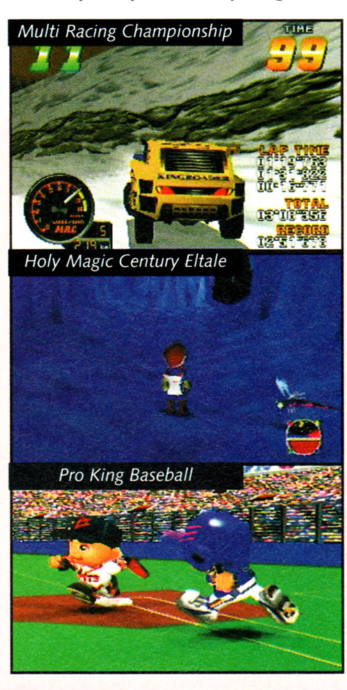
At the moment they're having great success on the ailing Super Famicom (the Japanese name for the SNES) in Japan, with a seemingly never ending array of RPGs and the mega hit *Mini 4 Wheel Drive Shining Scorpion* . Rumours abound that *Derby Stallion 64* for the 64DD will be their first N64 project, and while that may not sound all that exciting to us, it's certain to make a very big splash in Japan.

GO! GO!

Imagineer

Previously Imagineer seem to have made a comfortable living handling SNES conversions of popular computer titles, such as god sims *Populous, Mega Lo Mania, Powemonger, Sim Earth* and *Sim Ant*, as well as *Wolfenstein 3D*.

Their N64 line-up is a very different kettle of carts, however, with the amiable *Pro Baseball King* already available in Japan, *J-League Dynamite Soccer* due there soon, and *Multi-Racing Championship* coming to the UK very soon via Ocean (check out pgs6-9). *Sega Rally* is the template for this one, with some lovely looking off-road sections and good use of translucency for smoke effects. It's also likely to be the first of the serious 3D road racing games to make it to the UK, which will undoubtedly give it an advantage over *Top Gear Rally* and *Rev Limit*. Equally promising is *Holy Magic Century Eltale* (known in the West as *Crystal Stories*), which with a name like that could only be an RPG. Echoing the now familiar *Mario* 3D style, it promises all the usual role-playing staples – inns, weapon shops, spooky forests and turn-based combat. Given those enticing visuals and the lack of RPGS on the N64 its likely to do very well, in Japan at least. That leaves just *Reason*, which in time-honoured Japanese secrecy fashion, nobody has yet seen anything on.



Multi Racing Championship

Holy Magic Century Eltale

Pro King Baseball

Vic Tokai

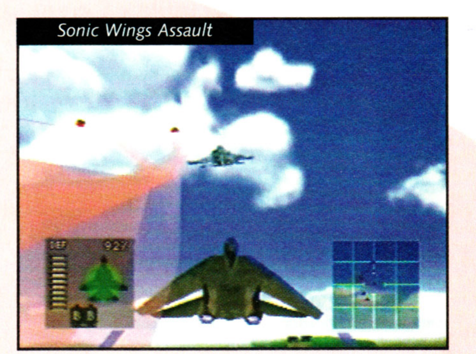
Nintendo's decision to grant Vic Tokai an N64 licence surprised many, particularly given that its previous efforts, including recent forays on the PC and Saturn, have never been that great.

But *Dark Rift*, under development in the US, does look quite impressive, with good use of the machine's translucency effects and combat moves that allow for projectile attacks. Quite what sort of game lies behind the title of Tokai's other N64 game, *Wet Corpse*, is, as they say, anybody's guess.

Video System

One of the lesser known Japanese outfits, Video System is the name behind SNES titles *F1 Grand Prix* and *Super Volley 2* (which we seem to remember being rather fond of).

With *Sonic Wings Assault*, however, the company have actually got *Pilotwings 64* authors Paradigm handling the coding, so needless to say it's shaping up rather well. Despite the use of flight sim style visuals, *Sonic Wings* looks to be a fairly arcade-minded blast, with American and Soviet fighters battling it out over impressively textured fields and solid looking cities. Something called *XSW-1* is also currently under development, as well as an as yet unnamed 3D shooting game and the obligatory weird Japanese board game translation, *Honkaku Yonin Uchi Mah Jong*.

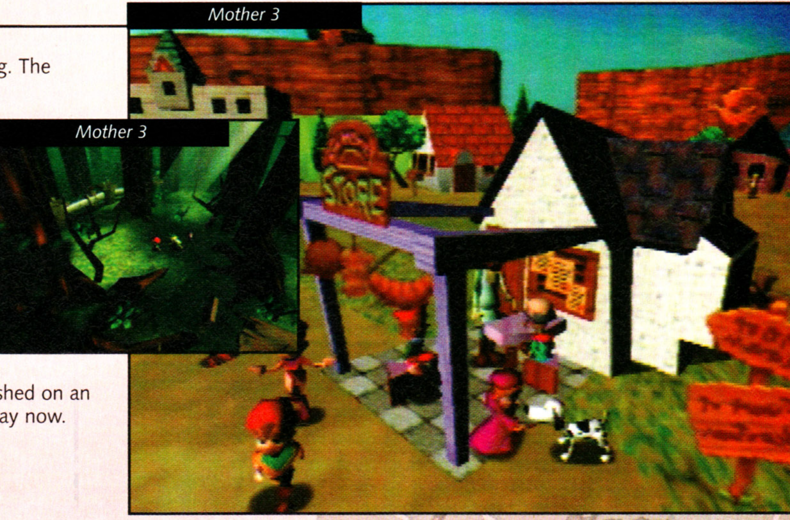

Sonic Wings Assault

HAL Laboratories

Having carved a formidable reputation with the *Kirby* games, HAL is known to have at least three N64 titles in the works.

Fishing will definitely only make it over to Europe on import (*Boo!* – Wil), while *Mother 3* is already gaining a reputation as one of the most important Nintendo titles, helping plug that RPG hole as well as being the first scheduled 64DD release. As with the previous *Mother* games for the NES and SNES, it's the creation of Shigesato Itoi, though this time he's dropped the second game's '50s American feel in favour of a more sinister fantasy setting. The combat sequences are still reportedly turn-based.

Itoi is also the man behind *Cabbage* (working title), which apparently builds on the computer pet idea first seen in '80s computer game *Little Computer People*, and recently popularised by Bandai's Tamagotchi toys which are to be unleashed on an unsuspecting Europe any day now. You have been warned.



Mother 3

Mother 3

T&E Soft

One of the less prolific developers to make the jump from SNES, T&E is best known for *Pebble Beach Golf Links*, and so not entirely surprisingly is working on an N64 version. Which means a whole new generation of golf fans can get confused about the concept of a Japanese company working on a simulation based around an American course. (Hey, why not. It worked for Seta and *St Andrews*.)

No word yet on whether the *Waialae Country Club* and *Augusta Golf* games are to follow, but T&E still has the opportunity to wow us with *Cu-On-Pa*.

This is another slightly confusing effort, in that it's based on a game already released for the PC in Europe called *Endorfun*. It works like some weird blend of Rubik's Cube, Twister, and Checkers (look, just run with this one), with players flipping a multi-coloured cube, attempting to match the sides up with similarly coloured blocks on the playing area underneath. This was originally slated to appear soon after the Japanese N64 launch, but umpteen delays and the unexpected appearance of a perfectly acceptable SNES version lead us to think we might never see it. No doubt they'll sort something out soon.

Treasure

Formed some five years ago by a bunch of ex-Konami coders, the Treasure crew immediately set about applying the experience gained working on titles like *Contra Spirits* to produce highly individual games for Sega's Mega Drive.

Gunstar Heroes set the trend, with super-fast sideways scrolling, brilliantly inventive multi-part bosses and moments surreal even by Japanese standards. Several other Mega Drive hits followed, including *Dynamite Headdy*, before the decision was made to work on software for Nintendo's new machine, with programming commencing even before the machine's chipset was finalised. Bet that was tricky.

Go Go!! Troublemakers (to be released via Enix) is the result, a game which mirrors the 2D game style of those early Sega hits, but adds a thoroughly 64-bit coat of gloss and a game style which complicates matters by not letting you shoot anything!

Taking weirdness one step further, players get to control Marina, a female robot, as she travels to Nendoro in a bid to rescue Professor Gumbel. Needless to say, plenty of fast-scrolling, dayglo action ensues and you'd be mad not to check out our Future Look on pages 10 to 11.


Go Go!! Troublemakers

Seta

Known to SNES gamers for *F1 Exhaust Heat, F1 Exhaust Heat 2* and not much else, Seta's prominence in the N64 release list is rather surprising.

The less than saintly *The Glory Of St Andrew's* you already know about (if not, check out our review in issue 1), but that still leaves another six games to keep an eye out for. Inevitably there's a car game, in the form of *Rev Limit,* which thankfully looks more promising than their racing titles of yesteryear (although an early version did seem to suffer from frame-rate problems). *Wild Choppers* sports some impressive visuals, too, taking an action-orientated approach to helicopter combat, but using some beautifully crisp ground detail to depict the low-level carnage. Rather unusually for an N64 game, it also uses a fogging effect to draw distant 3D detail. At the other end of the gaming spectrum there's the Japanese chess game *Saikyo Habu Shogi*, and *Ikazuchi no Goto Ku*, a straight implementation of Chinese chess. Finally, still under wraps are *Morti Shogi 64* and *Super Real Island*, the latter being, in all likelihood, some kind of platform game (or are we just thinking of Hudson's *Super Adventure Island*?).



Rev Limit

Human



Although *Human Grand Prix* was highly rated by SNES players, its N64 incarnation is unlikely to gain the none-too-prolific developer much favour.

The Japanese version doesn't look that much better than the SNES game, the track detail is completely lacking in subtlety, and the audio comes off even worse than the graphics. There are fog and rain effects, as well as the ability to adjust tire types, fuel levels, and car aerodynamics, and it's generally quite good fun to play, but *F1* on the PlayStation is regretably much better. But there's still time for Ubi Soft to work some magic on it before it appears in the West as *F1 Pole Position* later in the year. While there's also *Human Wrestling* to look forward to, we're secretly hoping for a N64 version of *The Firemen*.



Human Grand Prix

And there's more (maybe)

The current list of N64 developers is notable for the absence of one or two important names. While Capcom's *Street Fighter 2* was crucial in establishing the SNES, the company has yet to officially announce any 64-bit titles. That's not to say Capcom's coders aren't working on any, though. A 3D version of *Ghouls 'n' Ghosts* has already been seen up-and-running, and only a few months ago Capcom's Akio Sakai told a journalist, "Do not rule out the possibility of us converting games like *X-Men* and *Resident Evil*." Add the potential for conversions of *Street Fighter Alpha*, *Street Fighter III*, *Marvel Super Heroes Collection*, *Dark Stalkers*: *Vampire Saviour* and even a *Rockman* (*Mega Man*) title, and it can't be long before the respected Japanese developer officially pledges support for the N64.

And then there's Square, another producer of sizeable SNES hits that has so far failed to announce any Nintendo-related plans. Their decision to produce *Final Fantasy VII* for the PlayStation (up until then every *FF* game had been on a Nintendo system) has caused Nintendo more harm than they'd care to admit. It hasn't helped that, while other sequels to famous Square SNES games like *Front Mission* and *Romancing SaGa* are also set to appear on Sony's console, the N64 hasn't had the merest whiff that Square magic touch. Unfortunately you shouldn't expect to see much until the 64DD has proved itself but take solace in the fact that they haven't announced either *Chrono Trigger 2* or *Seiken Densetsu 4* (*Secret of Mana 3*) yet.

Taito is another developer notable for its absence on the N64 developer list. Updates of the *Bubble Bobble* games, *Chase HQ*, maybe even *Darius* would all be quite welcome. (Well, maybe not *Darius.*) Similarly, IREM's *R-Type* series could be given the 3D treatment, but there's been no word yet. *Fatal Fury* and *Art of Fighting* creators Takara are perhaps one developer whose absence nobody will mind, while Bulletproof Software, purveyors of countless *Tetris*-based puzzlers, seem to have all but disappeared. Which leaves just a few small Japanese developers in limbo, including Electro Brain, Sofel, Jaleco, Toei, Datam Polystar, and er, Chunsoft. Nothing to give the guys at Nintendo, Hudson and Konami too many sleepless nights, then.

Lest we forget...

More weird Japanese N64 stuff in the form of *Hiryu no Ken 64* from Culture Brain (who gave the SNES world *Golden Fighter, Ultimate Fighter* and top squid boss RPG *First Queen*), *Pro Mah Jong* by Athena (anyone remember their SNES shoot-'em-up *Bio Metal*?), *Super Double Yakuman* from Vap, *Cavalry Battle 3000* from Japan Supply System, Asmik's wrestling game *Ultra Battle Royale*, and – deep breath – *Jissen Pachi-Slo Hissyouhou* by Sammy Kougyou. Obscure and no doubt very Japanese, the lot of them. N64

NEXT MONTH

N64 crosses the Pacific to find our how American developers like id, Iguana and Midway are combatting the Japanese challenge.

WIN!

A DREAM IMPORT N64 SYSTEM!

AURORA GAMES



Be the envy of the rest of Europe! Our pals at Aurora Games have a US N64, four controllers, 12 import games and loads of other goodies to give to one lucky N64 Magazine reader!

It's every Nintendo fan's dream – a silky-smooth Nintendo 64 imported from America, along with everything you'll need to get it working and the 12 best N64 games from around the world. And yet for one exceedingly fortunate **N64** reader, that dream could – yes – come true. Thanks to our benevolent chums at Aurora Games (who surely deserve a call on 01252 852332) we've got a massive box containing all the aforementioned goodies ready to be dispatched to the winner of this month's **N64** competition.

Here's what you could win:





● a US N64 with a controller

● a step-down transformer



● three extra coloured controllers

N.B. You'll need a multi-standard TV to get the prize working. Most tellies bought recently should work okay.



● Turok: Dinosaur Hunter (US)

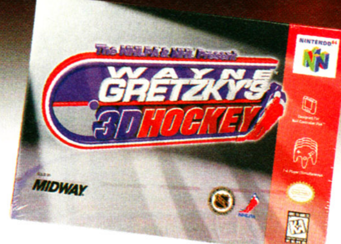
● Doom 64 (US)

● Human Grand Prix (Japanese)

● Mario Kart 64 (US)



● Super Mario 64 (US)



● Wayne Gretzky's 3D Hockey (US)

● Star Fox 64 (Japanese) with Rumble Pak



● Killer Instinct Gold (US)



● two memory paks

● Pilotwings64 (US)

● A Blaze SCART cable



● J-League Perfect Striker (Japanese)



● Blast Corps (US)

● Shadows of the Empire (US)

WHAT YOU'VE GOT TO DO

One of the most exciting components of our prize package is the Japanese version of *Starfox 64* (awarded 94% this month), which comes complete with the weird, vibrating Rumble Pak. The Rumble Pak's a great idea, slotting into the bottom of your Controller where Controller Paks normally go and wobbling every time you take a hit. But what else, we wonder, could that socket in the bottom of the N64 controller be used for?

And that's your challenge: to come up with an interesting device that could be plugged into the bottom of an N64 controller. Sketch it in on our coupon, describe how it works, and use extra bits of paper and things if necessary, but bear in mind that the most important thing is to come up with an original idea. (And we've already thought of a light gun and a tilt sensor, so don't use those.) Send the coupon and any necessary extra bits to: Plug This In Compo, **N64** Magazine, 30 Monmouth Street, Bath BA1 2BW, making sure it reaches us by Monday, 30th June, 1997.

In the hope I'll win Aurora Games' dream N64 import machine, here's my idea for a Controller plug-in:

it looks like this



and it works like this

Name...

Address..

....

....

Post code..

If you don't want to be sent N64-related stuff in the post, tick here: ☐

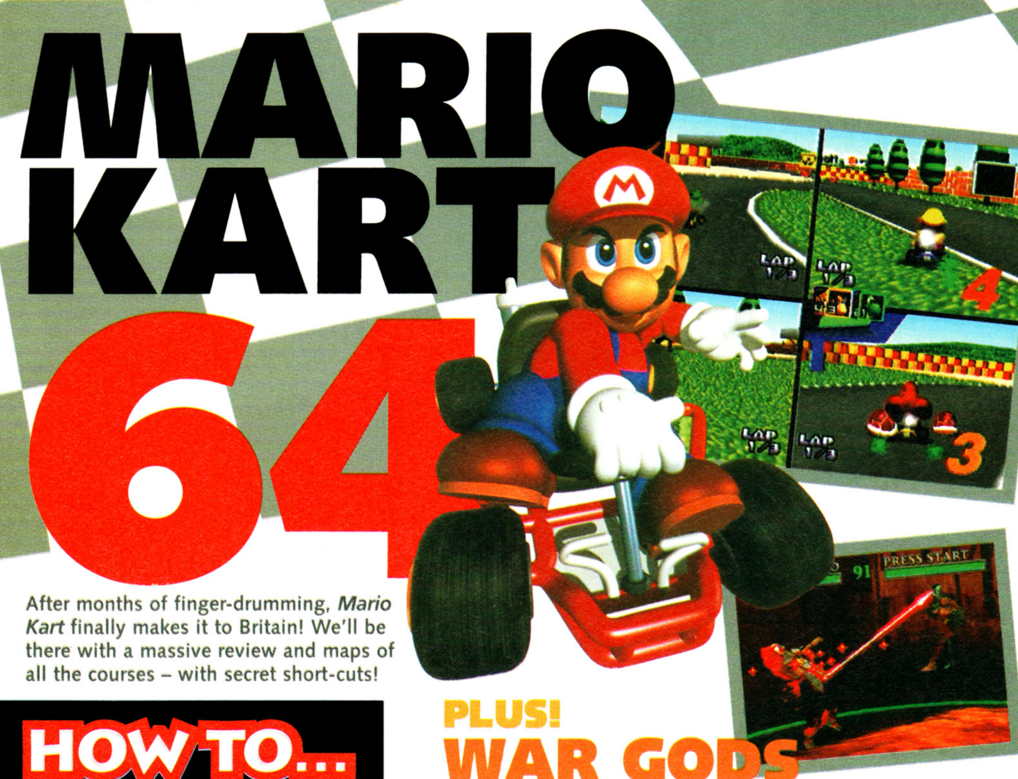
Send your entry to: **Plug This In Compo, N64 Magazine, 30 Monmouth Street, Bath BA1 2BW**, to arrive by Monday, 30th June, 1997.

RULES

1. Employees of Future Publishing, Aurora Games and the company that makes adverts for Reisen Chocolate Chews are not allowed to enter.
2. The editor's decision, no matter how erratic, is final.
3. Anyone trying to slip multiple entries past us will be detected and disqualified.
4. Entries must arrive by 30th June, 1997.

Coming next month in...

N64 MAGAZINE ISSUE 4



MARIO KART 64

After months of finger-drumming, *Mario Kart* finally makes it to Britain! We'll be there with a massive review and maps of all the courses – with secret short-cuts!

HOW TO...

...know every inch of Mario 64 inside-out
You now know where to find all the stars, but Zy's still got a trick or two to show you.

...win at ISS 64
Tim reckons he's 'something a bit special' at ISS. Next month he'll show you why.

...play Mah Jong
Er... Wil insists. Sorry.

PLUS! WAR GODS

If there's one thing the Nintendo 64 needs right now, it's a really good beat-'em-up. And GT reckon that, with *War Gods*, they've got one. It's out in America next month, so we'll bring you a full, start-to-finish review of the import version.

HELLO AMERICA!

The N64 might be made in Japan, but it's America that's really taken Nintendo's super-console to its bosom. And they're writing games over there like there's no tomorrow. Next month we'll visit all the US developers to see what they're up to.

AND! Another new Japanese column! UK *Mortal Kombat* review and moves! And more!

N64 MAGAZINE Issue 4 on sale Thursday, 19th June

(Honest.)

index to N64 MAGAZINE issue 3





JUNE 1997

REVIEWS THIS ISSUE



OTHER GREAT STUFF!







30 Monmouth Street, Bath, BA1 2BW, U.K.